FACT: THE ORIGINAL AND BEST COMMODORE 64 ACTION MAG!

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No.84 May 1992
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# ZZAP! 64



FREE! EYE-POPPIN' ELVIRA POSTER



Slug it out with...
## STEG!
Another Codies Classic?

Contains more fun-packed action than you could shake a very big stick at!

Mrs. Mop
Trashman
Black Knight
Elvira II

OI! Where's me mega-tastic Megatape? If you're reading this in the shop, your newsagent's probably playing with it! Ask him (nicely) to give it over. If he doesn't... give us a tinkle and we'll send the Bonanza Boys round!

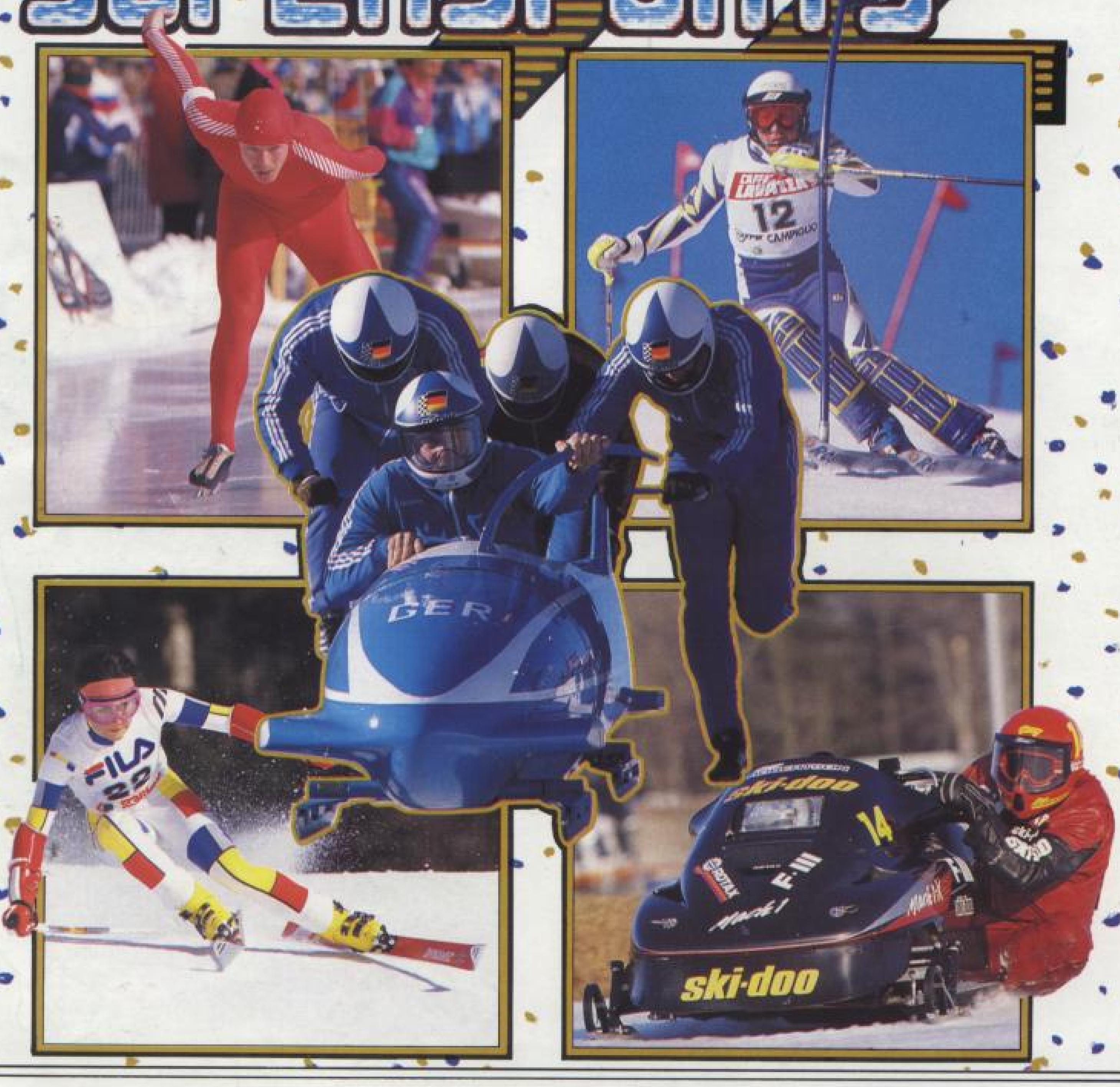
Exclusive Review!
## SPACE CRUSADE!
The best board game conversion ever?

They're big, they're bad, they're the...
## BONANZA BROS!
Exclusive Review!

Win! Every KIXX game on the market!

OLIVER FREY

# Winter SUPERSPORTS 92




*"WINTER SUPERSPORTS 92 is one of the most challenging simulations yet, featuring all the thrills and spills of modern HEAD to HEAD competition."*

FLAIR
S·O·F·T·W·A·R·E

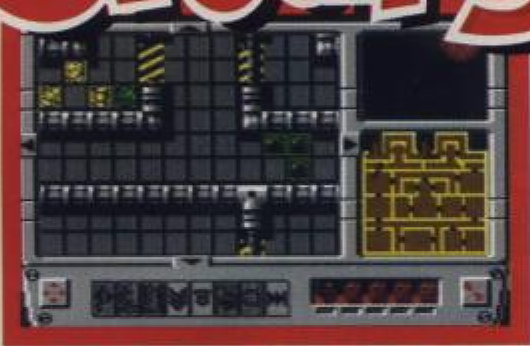
**AVAILABLE ON**
**PC3.5 and 5.25 (Vga/Ega)**
**ST AMIGA C64(C&D)**

- **High Speed 1 or 2 player (Simultaneous) Action**
- **The Ultimate in Realism**
- **Breathtaking Gameplay**

**8 Superb Exciting GAMES**

# Wot's in! 84

## Great games!





### SPACE CRUSADE
If you liked the board game, you'll LOVE Gremlin's fabby conversion!!!

### BIFF
Serious monkey business with Beyond Belief's mega arcade adventure!!!

### SHOOT—'EM—UP CONSTRUCTION KIT
If you want to write a game but you don't know your peek from your poke, check out this great utility — now on budget!



### BONANZA BROS
Go on the pinch with US Gold's robotic robbers! They're just like Matt and Luke.



## tape worm

***Liver lickin' stuff on Page 8***

For the number one bestest brilliance in C64 gaming, get in with the grooviest segment shedder in the business and check out our fab Mega Tape:

- ***Mrs Mop — Fill that bucket and wash away — the C64's first (and only) clean-'em-up!***
- ***Trashman — A true classic from yesteryear — and you thought it had 'bin' and gone!***
- ***Black Knight — Text-only adventure game in medieval Blighty.***
- ***Elvira Demo — Alas, not a playable one but pretty impressive nonetheless.***

## Review index!



## Regularz!

# JOIN THE GAME FREAK ALLEY DEAD HEAD SET IN THE NEXT DIMENSION...




# SEGA FORCE IN STUNNING 3D – ON SALE NOW

# The Zzap! 64 Zzone!

## ZZAP ZOO!

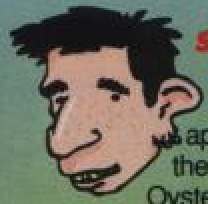
**In the merry merry month of May a young persons fancy, so the saying goes, turns to thoughts of... well, 'procreation'. The scientific explanation for this phenomena states that the action of sunlight falling on top of the head stimulates glands beneath the skin which react by pumping out oodles of vitamin 'D'. Once in the brain the abnormal quantities of vitamin 'D' trigger off a complex set of signals which basically all scream the same thing: Phworr, (s)he's a bit of alright, wot d'yer reckon the chances are? But what if you're a habitual hat-wearer, or it's just plain peeing down in your corner of the world? Worry not, for here are a few aphrodisiacal suggestions from the Zzap! crew...**

### LUCY HICKMAN - MAN-MAD ED



● Aphrodisiacs!?! You cannot be *serious*!!! I already have to put Bromide in the ZZAP! crew's coffee every morning to keep 'em from swinging from the strip lights and screeching their mating calls at any animal, mineral or vegetable that happens by. I had to perform a frontal lobotomy on The Stain last week when I found him engrossed in some very strange acts with a box of plasters and a fire extinguisher — it's a bit unfortunate that nobody told me it was his head I had to operate on — I thought it was the same sort of thing the vet does to Tom cats...

### STEVE SHIELDS - BIG ED



● Never had much use for aphrodisiacs myself. Oh, I've given all the old favourites a whirl in my time: Oysters (sucking snot from a sea-shell ain't my idea of a turn-on); Ground rhino horns (a bit difficult to snort); Spanish Fly (couldn't even catch the blighter!). Nah. You're better off without 'em...

## All Change! (again...)

★ 'Oh no! Not *another* new Editor?' I hear you cry. Yup, it's MY turn now, and have I got news for YOU! I'll be ringing the changes in a big way once I've found my feet (funny, I'm sure they were on the ends of my legs this morning). For starters I'm planning a super ten-page Amiga section every issue, then I'll start a monthly video column detailing all the latest releases (plus a cinema guide to balance things out). Record reviews will be receiving a fair amount of coverage too, along with a regular round-up of the latest comic books, console releases and...

Right then. For all those foolhardy folk who're still reading, RELAX! I've been a Zzap! reader since issue God-knows-what so I think I can safely say that I know what works in a C64 mag... and what doesn't. In my book - and in many ways this is *will* have to change ('The Stains' underwear, for one thing!), but I'll rely on you lot to tell me what, when and by how much. I've already scrutinised the results of the reader-survey from issue 82 and picked up a few good ideas (along with a nasty little itch, which I can't quite figure out), but keep sending your comments and suggestions in anyway because, even if they're not always welcome, they at least come in handy for insulating the loft here at Zzap! Towers! 'Till next month, then,

Go With The Flow,

Steve

**Steve Shields (Editor)**

PS. For the full stomach-turning story of how I came into being see the 'Stuff' column on the next page...

### PHIL KING - SUB-HUMAN ED



● There's nothing like a romantic candlelit dinner to get the juices flowing, and you can't go wrong with this recipe. All you need is:

1 bucket of oysters
2 packets of All-Bran (that'll get you going!)
3 bags of crinkle-cut chips (an essential posing item!)
1 table and candles
1 drinks cabinet (with key)
1 girlie (fairly optional)

Just mix everything up and shove it into the deep-fat frier. In just a couple of minutes, your girlie's guaranteed to be hot stuff!

If all that seems a lot of palaver, I find a bit of lamb works just as well, if not better.

### MARK CASWELL - SLAP ED



● Afro wot? Is it some sort of new fuzzy hairstyle? Oh, right we're talking about aphrodisiacs (I can't even spell the darn word). Well the strangest is supposedly made from the horn (very apt) of a white rhino. It's also one of the rarest... no wonder, would you want to chase a ten ton rhino just to grab a piece of his nose cone?

### IAN OSBORNE - KNOB ED



● As I come from Birmingham the only 'sun' I ever see is the newspaper, and that's a bloody awful aphrodisiac — the print smears it leaves on your bum are *definitely* not a turn-on. No, what really gets me going is a hot, steamy Pot Noodle! All those harmful and unnecessary additives just ooze sex appeal, especially the kinky E numbers that do wonders for your body as well as your donkey!

### MARK KENDRICK - ARTY-FARTY ED



● Having invented the concept behind aphrodisiacs I can heartily recommend Black Cherry Muller Light yogurt spread with a warm spoon onto someone standing on their head. If that doesn't work you can always boil up Phils crusty Kecks and serve them to any gorgeous recipient for a fun filled night of vom and lust. Marvellous.


## WHO DUZ WOT

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***Cover:*** Steg by Oli 'Brushmaster' Frey ***Subscriptions and Back Issues Enquiries:*** EuroPress Direct, PO Box 2, Ellesmere Port, South Wirral L65 3EA. Tel: (051) 357 2961. ZZAP! Mail Order: EuroPress Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB. Tel: (051) 357 1275 ***Competition Rules*** The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the closing date. No correspondence can be entered into regarding the competitions (unless we have written you stating that you have won a prize and it doesn't turn up, in which case drop us a line at the normal address). No person who has any relationship, no matter how remote, to anyone who works for either EuroPress Impact or any of the companies offering prizes, may enter one of our competitions (tough!). The views expressed in this magazine are not necessarily those of the publisher.

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# STUFF!

## SHOW NEWS IS GOOD NEWS!

London's premier computer games event, the European Computer Trade Show, held at the Business Design Centre in London's swanky Angel Islington district has only just closed its doors… literally hours before our final deadline. Just time, then, for a brief round-up of news concerning the prospects of C64s everywhere.

At first, the future looked bleak. A gargantuan event supported by all the major (and a goodly slice of the minor!) software distributors, most boasting dazzling stands — although by the end of the show few equipped with staff actually stand-ing! After an initial saunter around, it soon became apparent that new releases for the Commodore 64 were not going to be two-a-penny. With the 16-bit and console markets expanding apace, most developers are concentrating their efforts on originating games for other systems. Greedy barsts.

### ECTS ET CETERA

Fortunately, however, nine out of ten exhibitors (who expressed a preference!) claimed that far from abandoning the C64 they were behind it all the way and would, without doubt, continue to release plenty of decent full-price and budget software to keep hungry Datasette Recorders from starving…

Having said that, though, few were prepared to elaborate on future projects ('It's still very much under wraps at the moment' being the most common, and annoying, excuse). A few notable exceptions, such as the terminally cool CodeMasters, and the ZZAP!-loving Zeppelin Games, proved beyond any shadow of a doubt that there's still loadsa life in the old dog yet — proffering a veritable plethora of new releases and forthcoming attractions.

With just a few short hours for Markie (the Artie) to turn this doggerel into pristine pages (the copy is being sent via modem from a fausty phone-box outside the exhibition, and I'm rapidly running out of ten pees!), we've no time to tell you about the host of imminent releases. Check out the Stuff column and Sneak Previews in next month's issue for the full story. Now where did I spot that sign saying 'Gents'? Hic!

**Steve**

SPRING 92 ECTS

## FOOTIE FEATURE KICKED INTO TOUCH

Last month we promised to begin our regular sporting feature, kicking off with a round-up of C64 soccer simulations. The footie feature lost the toss, however, due to a few last minute substitutions (Domark's version of the arcade hit *Euro Football Champ* being the most notable) and a nasty groin strain (Phil's). No, we're hardly over the moon about it, either; in fact it could be said we're as sick as parrots (Brian). We'll be back in the ball-park next issue for sure, though. It IS a funny old game, isn't it?

## HAVE YOU SEEN THE LIGHT?

Good news for tape-heads this month as Datasphere Publications have announced a special cassette version of their C64 Disk Magazine, 'Fantastic Light Disk64'.

We featured the launch of this innovative invention in the last issue, but due to an unprecedented demand for a tape-based version Datasphere have rush-released a special cassette featuring all the very best utilities and fun programs/routines from the first two 'Light Disk64s'.

Called 'Light Tape64' (How imaginative! — Ed) it will be due for release during the last week of may… with regular instalments being released bi-monthly from then on. The first bumper edition, we're told, can be ordered from Datasphere Publications, Light Tape64, 7 Fallowfield Close, Valley Drive, Norwich NR1 4NW — and it'll set you back just £4.50 (a bargain!). Make your cheques/postal orders payable to Datasphere Publications and don't forget to mention that you're a Zzap! reader (speedy delivery will then be guaranteed!).

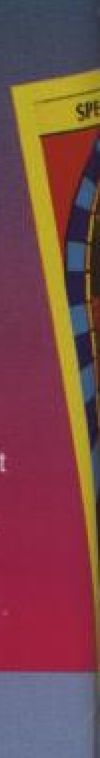
## FAB FOUR,

More glad tidings for budget buffs this month with the Kixx team announcing a further four fab releases… all for under four quid a frow!

*Turrican II* probably needs no introduction as it's the ZZAP 'Gold Medal'-winning sequel to the astounding original blastarama. Featuring enhanced gameplay and more power-ups than a game with many power-ups indeed, it's a 'Must Buy' of the highest order. You'd be a turkey to miss Turrican 2!

*Microprose Soccer*, on the other hand, features no power-ups whatsoever, but still managed to secure a nifty 90% when we reviewed it on its' initial release. As John Cole would say, "Thes ish hondootedly thee oltimot sokker sim-you-lay-shun fur thee Commodoor suxtee fur…"

*MYTH* is yet another 'Sizzler' slated



# FATTY FIL FIRED!

Well almost: the footy-mad fatso has been relegated to Deputy Ed. Yes, after only three months the rotund reviewer has already blown his chance as Editor by spending the annual ZZAP! budget down the chip shop. It all happened one stormy Friday night…

At the end of his 'light refreshment', Phil was so fat he could hardly get through the double doors of the ZZAP! office. After squeezing into his chair, Phil's enormous flabby stomach started to rumble so loudly, local police issued earthquake warnings. 'Oy, shut up, ya stupid belly!' shouted Phil. To which his stomach replied, 'Get stuffed!'

For a man only used to conversing with farmyard animals, it was a shock. Phil's blubbery brow furrowed. 'Eh?'

'Shut yer ugly face, fatso!' rumbled the titanic tummy.

'Who are you? What do you want?' enquired the worried wobbly-bottomed Phil.

'I am the voice of your stomach and I'm sick to death with all the greasy food you keep stuffing into me.' The rumbling ceased to be intelligible as it swiftly increased to a deafening crescendo. The walls of ZZAP! Towers started to crumble and bits of the ceiling collapsed, plaster and masonry dust filling the air. The noise was now worse than Markie's singing, getting louder and louder, building up to a megablasting hurricane-force… PARP! In a blinding flash the office windows blew out, which was just as well, as the room was filled by the most evil stench: a combination of garlic, Planters peanuts, scampi-flavoured fries, boiled bacon, and mouldy cheese.

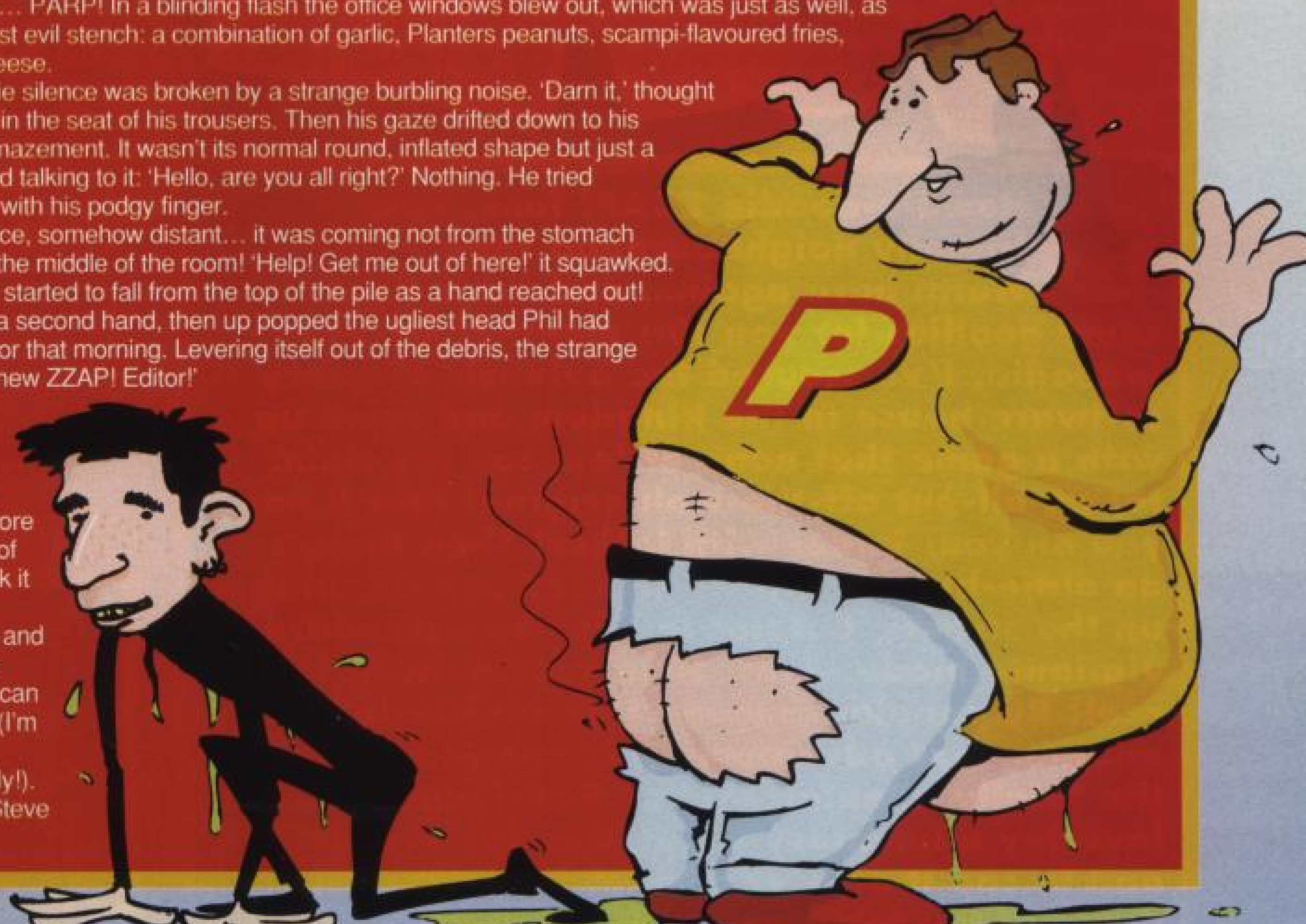
As the dust settled, the eerie silence was broken by a strange burbling noise. 'Darn it,' thought Phil, looking at the huge hole in the seat of his trousers. Then his gaze drifted down to his stomach and he gasped in amazement. It wasn't its normal round, inflated shape but just a heap of sagging skin. Phil tried talking to it: 'Hello, are you all right?' Nothing. He tried again, nudging the rolls of fat with his podgy finger.

'Yes, I am,' squeaked a voice, somehow distant… it was coming not from the stomach but the huge pile of rubble in the middle of the room! 'Help! Get me out of here!' it squawked.

Tiny fragments of masonry started to fall from the top of the pile as a hand reached out! This was quickly followed by a second hand, then up popped the ugliest head Phil had seen since looking in the mirror that morning. Levering itself out of the debris, the strange figure exclaimed, 'Hi, I'm the new ZZAP! Editor!'

'Oh, why didn't you say so?' said a relieved Phil, sweat dripping from every pore of his slimy skin. 'Thank gawd for that; now I'll have more time to spend with my family of sheep.' For a fat bloke he took it quite well, really.

So now, ladies, gentlemen and fresh fruit, in the long-running soap opera that is ZZAP, we can present the ninth ever Editor (I'm sure everyone on the planet will get their chance eventually!). Put your hands together for Steve Shields…




# PHWORR!

for release in the not-too-distant-future, and features a combination of dazzling graphics, mind-bending gameplay and sound FX that will be, er, music to your ears?

And finally from the Kixx stable this month we have *Dragons Of Flame*, an engrossing adaptation of the Advanced Dungeons & Dragons RPG which also boasts crisp visuals and absorbing gameplay.

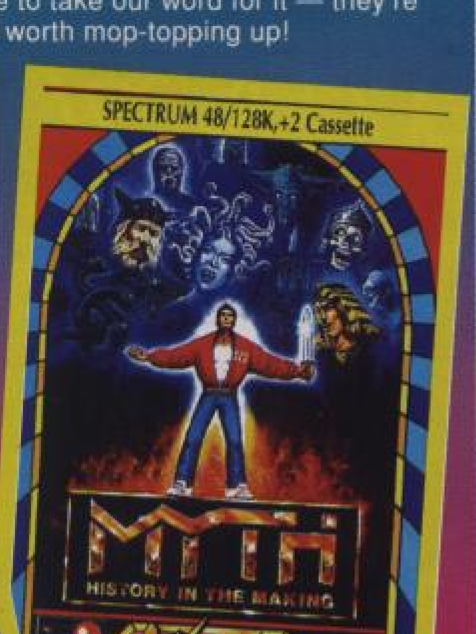
All four of these will be reviewed in full just as soon as we can get our grubby mitts on 'em, 'till then you'll just have to take our word for it — they're well worth mop-topping up!









# Tape Worm



**Howdie-doodie ZZAP! fans, your friendly neighbourhood Tape Worm here again... and have I got some goodies for you *this* month?! Oh yes indeedie, I've scoured the oviducts of every software house in the kingdom and come up with a game that none of 'em can lay claim to; an all-out off-the-wall original that'll have you on your knees with lather! Then there's an oldie-but-goodie which sees you cleaning up the streets, but not in your bog-standard vigilante mode — this time your doin' it for real! By popular demand I've also included another text adventure, this one comes from the totally talented Mandy Rodrigues (a loverley alimentary canal, has our Mandy!), and to cap it off I've thrown in an exclusive demo of the forthcoming Elvira icon-adventure. So, get your laughing gear 'round that little lot, and I'll see y'all again next month. Ta-ra!**

## Mrs. Mop

**• PAL Developments**

Yes, EXCLUSIVE to your squeaky-clean ZZAP! comes this compulsive original game, which has never previously been released (so there's absolutely *no* chance of you already having it in your collection). Now especially for you, here's Kylie Minogue singing her latest duet with Elvis Presley... erm, maybe not, but it's a cracker of a game that'll have you on your knees, literally!

### *Get your pinny on*

School. Don't ya just love it? Well if you think lessons are boring and full of hard work, just give a thought to the school cleaner scrubbing away at the dirty floors all day.

It's hard yakka without a doubt and there's nothing worse for doing your back in (well, nothing you could do in school corridor without fear of expulsion!). Bending down all the time really makes it ache. And knocking into tetchy teachers makes it even worse. Then there are the school kids trailing their muddy shoes over the newly cleaned floor. Arrghhhh!

### *Old Scrubber*

Using the scrubbing brush you have to clean the areas designated in each level, and eliminate a number of 'enemies' (teachers, school kids, dinner ladies etc!). You can then go through the exit door to the next level.

In order to scrub you need water in your bucket. As you scrub, the water level in your bucket drops. When there's no water left you must fill your bucket — standing alongside a sink automatically achieves this. Pressing fire in scrubber mode cleans the floor directly under your scrubber.

In soap mode you can throw bars of soap. This is used to destroy your enemies. You are also armed with cans of 'Gleemo', a highly toxic floor cleaner. Using one of these cans cleans all floor area in sight and kills any enemies.



### *Backing out*

Unfortunately, you have a very dodgy back. You can only work for a certain period of time. If you don't complete the level you're on before your back strength drops to zero, the school nurse has to be called for. She will give you two options:

1) Take a week off
2) Plod on regardless

Choosing option one will completely restore your back but takes one week to do so. You start the game with five weeks/lives.

Choosing option two will give you half back strength with no time taken off. But you have to complete the level you're on before your back goes again — if your back strength drops to zero before completing the level the game ends.





### Enemies

Each level has a new assortment and amount of enemies to avoid:

**Teachers:** Don't ya just love 'em?! Collision with teachers deducts some of your back strength. Hmmm.

**Dogs:** Touch them and they drink some of your water.

**Janitors:** Borrow your soap bars for a while.

**Brats:** Bumping into these results in all visible floor space being dirtied.

**Headmasters:** Stun the use of your brush. Ahem.

**Dinner ladies:** Restrict your movement, no doubt by feeding you stodgy food.

### Cleaning controls

**Keyboard**

| | |
|---|---|
| H | Up |
| Z | Down |
| O | Left |
| P | Right |
| SPACE | Fire/Scrub |
| RETURN | Toggle Brush/Soap mode |
| ARROW LEFT | Fire Gleemo |

**Or Joystick in Port 2**

Up, down, left, right, fire.



# Trashman



## ● Grandslam Video

By 'eck, I remember when Curly Watts were 'umping dustbins for a living — before 'e landed that cushy job in't supermarket. I don't blame 'im for packing in't bins, though. It's an 'ard job carrying all that 'eavy rubbish, even when a Rottweiler isn't chewing on your nether regions.

But don't take my word for it; 'ave a go yoursel' in *Trashman*. By gum, it's a difficult task collecting all the trash in each street before't time limit runs oot — never mind avoiding traffic, bikes and dogs. Mind you, do a good job and you might even get invited in for a cuppa!

### Applying for't job

After choosing the preferred control method you must enter your name and that of any other new Trashman. Be sure you measure up to your job description. To enter letters, push forward and backward on the joystick to move through the alphabet. Press fire to choose that letter.

You must collect all the trashcans in each street. You start in Staunton Lane, and the streets get gradually tougher.

To collect a trashcan, simply walk up to it. Then take it to the van to be emptied, and return it to the correct house. All the trashcans must be emptied before the BONUS timer reaches zero. Fail three times and you get the sack (not the can!).

### The streets aren't safe

There are numerous hazards and bonuses to be found in the streets. The most obvious hazard is traffic. If you're run over it's game over!

Also avoid all grass: the bonus timer decreases rapidly when standing on it. Stand on someone's lawn and they may well set their dog onto you! Also, they won't invite you inside, which is a useful way of adding more points to the timer. If you're invited in, don't forget to leave!




Contact with bicycles on the pavement slows you down, as does getting bitten by a dog! Lastly, be very careful in the pub...



# Black Knight

## Part One

## ● Mandy Rodrigues

Following the terrific reader response to Tony Collins's *Nythyhel*, ZZAP! brings you another mind-bending adventure game, this one from Mandy Rodrigues — respected author and editor of Adventure Probe fanzine. *Black Knight* is another epic two-parter — don't miss the concluding part on next month's Megatape!

### Medieval mayhem

Long ago, deep in the heart of medieval England, a small isolated village lay deep in a valley. The locals were a friendly, peace-loving lot whose only contact with the outside world was paying taxes to the king, a wise and kind ruler.

That was before the Black Knight came! A huge ogre of a warrior whose dull black armour bore signs of countless skirmishes, the simple village folk could offer no resistance to the knight and his ghoulish minions. Mercilessly butchering all who resisted and enslaving the rest in the once-beautiful castle that lay to the north of the village, he declared the valley his own, and swore a terrible fate on all who resisted.

Despite their murderous efforts, one man escaped and alerted the king. Furious at the evil that had come to his kingdom, he dispatched large forces of heavily armoured troops to recapture the valley and deal with the Black Knight — they were never seen again! Reasoning that one man might be able to infiltrate the village unseen, he called for his most trusted knight to undertake this difficult and dangerous task — that knight is you! Before you say your goodbyes and begin your quest, the messenger offers a word of warning — it is rumoured that the Black Knight used the arcane arts in capturing and enslaving the village. You know at times of war such tales are exaggerated, but you cannot afford to take anything for granted. This is a two-part text-only adventure. You'll need the password from the end of level one before starting the second part (next ish!). It's not necessary to reload a saved position.

### Helpful(ish) hints

Only rarely will you find objects just lying around, waiting to be nicked. In most cases you'll need to EXAMINE things, LOOK UNDER, ON or BEHIND others, and do a fair bit of SEARCHing before something useful is revealed.

All ten compass directions are recognised, (yes, ten — you can go UP and DOWN in adventures, too!), and can be abbreviated to save time, eg 'N' for North, 'SW' for South-West, etc.

All the usual commands are recognised, eg EXAMINE, GET, DROP, SEARCH, CLIMB, PUSH, PULL, GIVE, EAT, DRINK, MAKE, POUR, RING, KILL, ATTACK, KNOCK, etc. Game positions can be saved to tape using the command SAVE, and loaded again using (funnily enough) LOAD. There's also a rather fabby HELP command, which might (or might not) give a helpful hint if you're stuck.

If you're really stuck, send a SAE to *Mandy Rodrigues, 67 Lloyd St, Llandudno, Gwynedd LL30 2YP.*

## TAPE TROUBLE?

So your fabbobrilltastic Megatape won't load, eh? Well, have you tried adjusting the tiny little screw in the top of your datasette with a small screwdriver? Try loading with it in different positions.

Or are your heads dirty? If so, go and have a wash immediately, you utter slobs! But seriously, either stick one of those handy Head Cleaner tapes in your datasette or clean the heads manually with cotton buds and special Head Cleaning solution.

So your Megatape still won't load?! In this case, you have several options:

- Throw it through the window (opening the latter first is recommended unless you're in a really foul mood).
- Eat it (with a dash of Worcestershire sauce, yum yum).
- Record 'Des O'Connor's Greatest Hit' on it.
- Pull out all the tape out to make attractive Christmas decorations.
- Wear it on your head to look *almost* as stupid as Paul Mellerick.
- Send it back to: *ZZAP! Megatape Returns (May), Spool Duplication, Unit 30, Deeside Industrial Park, Clwyd CH5 2NU*, for a FREE replacement (allow 28 days for delivery).

Whatever you do, don't send faulty Megatapes to the ZZAP! office in Ludlow — they'll take a lot longer to be replaced!

# Elvira II DEMO




● **Flair**

Flair Software would like to take this opportunity to apologise for making their game too good… you see, there's just so much in *Elvira II* they could only fit one short sequence onto the EXCLUSIVE ZZAP! demo! I think we can forgive 'em, though — it's really fab and groovy!

An icon-driven roleplaying adventure, *Elvira II* features some unbelievable graphics and animation — you'll think you're playing the Amiga version! The bit on the demo has you coming face to face with an evil witch, determined to prevent you from completing your task and rescuing Elvira. So what do you do? Give up and go home? Invite her round for a cup of tea and a slice of cake and have an in-depth, rational discussion about it? Do you hell — you reach for your spell book and blow the bitch to smithereens!

The final version of the game will be disk only, but with fabby graphics, great playability and loads of wild and wacky animations, what do you expect? If you're still not convinced, check out our preview this ish!



## ZZAP! MEGATAPE TICKET TO MEGA-STARDOM

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● Gremlin, £10.99 cassette, £15.9

# Space Cr

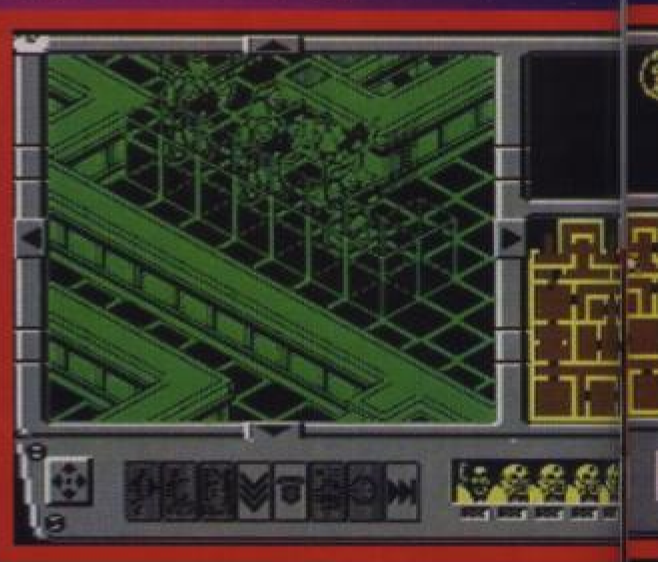
**Who in their right mind would mess with the Legiones Astartes, commonly known as the Space Marines? With the latest in bug-splattering weaponry to hand, they can very easily kick ass (when they sing the 'kick ass' song). MARK 'MACHO MAN' CASWELL says hello to the invading hordes of Chaos with an assault cannon (serves the sons of dubious parentage right too!)...**

Johnny Warp Space is a tricky chap, loadsa spaceships enter this strange place, many don't return (cue spooky organ music). This isn't surprising when you hear this is also the domain of Chaos, inhabited by creatures that make Freddy Krueger look like a choirboy. Recently an interstellar spacewreck appeared from warp space, and aboard were various creatures of Chaos (help, mummy). Their mission is to wipe mankind off the face of the universe, but they reckoned without the Terminators (cue stirring heroic-type music).

## Terminators 1, Aliens 0

But Arnie Schwarzawotsit isn't among them 'coz these guys are Space Marines, a bunch of rootin' tootin' bad-assed mutha-(expletive deleted)s. They get their nickname from the Tactical Dreadnought armour they wear into battle. And in *Space Crusade* the battleground is the derelict spaceship (commonly known as a Space Hulk).

Up to three human players can participate: there are three teams or 'Chapters' on offer — The Blood Angels, The Imperial Fists and The Ultra Marines (consisting of five members: a sergeant and four grunts). The computer takes control of the Chaos hordes, I personally reckon it enjoys the task of tromping your Marines.



● Clicking on the map reveals a brilliant 3-D view of the combat.

## Big weapons ahoy

At the start of the game the players are given a 'quick start' option. Here the Marines are automatically armed,

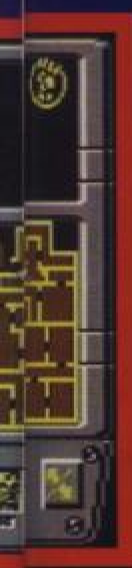
## The Gubbins



99 disk SIZZLER



equipped and started on the first mission called 'Seek And Destroy'. Or if you're confident (ie a smart ass) you can arm, equip etc the guys yourself.



This would take too long to describe in full, but the correct choice of equipment for the mission ahead is vital. Commanders have the choice of three weapon combinations, a mixture of combat and hand-to-hand, total combat or total hand-to-hand. The basic weapon of the Space Marine is a Storm Bolter, but there are three types of heavy ordnance available: Assault Cannon, Missile Launcher and Plasma Gun. One Marine must carry a Bolter, but it's up to you how to assign the rest of the weapons (for gawd sakes take 'em all!).

Once all is ready, choose from one of the 12 missions and go kick some scaly green alien butt. Each team starts at a different part of the ship, but all have the same objective. Marine movement is controlled by a row of icons at the bottom of the screen. These are Move, Fire, Hand-To-Hand, Orders, Equipment, Open Doors, Scanner and Next Player. Commanders and Marines with bolters are able to move six squares at a time, while Marines with heavy weapons can move only four.

**Those tough Marines go into combat well-hung with weaponry — who needs Paddy Ashdown?**

## Open fire, all weapons

One of the most useful items the Marines carry is the bio scanner, this searches for alien blips on the small map window. These only become aliens when within line of sight of the Marines, on the main view window (ie the playing screen). There's no set distance for gunfire, but beware of destroying your own guys with very powerful weapons (Missile Launchers and Plasma Guns especially).

Hand-to-hand combat is decided by the roll of a dice (for both sides), and depending on the outcome either you or the enemy are destroyed. Success in a mission is measured by the completion of primary and secondary tasks, plus the return of the Marines to the docking area. Good luck troops, you'll need it.

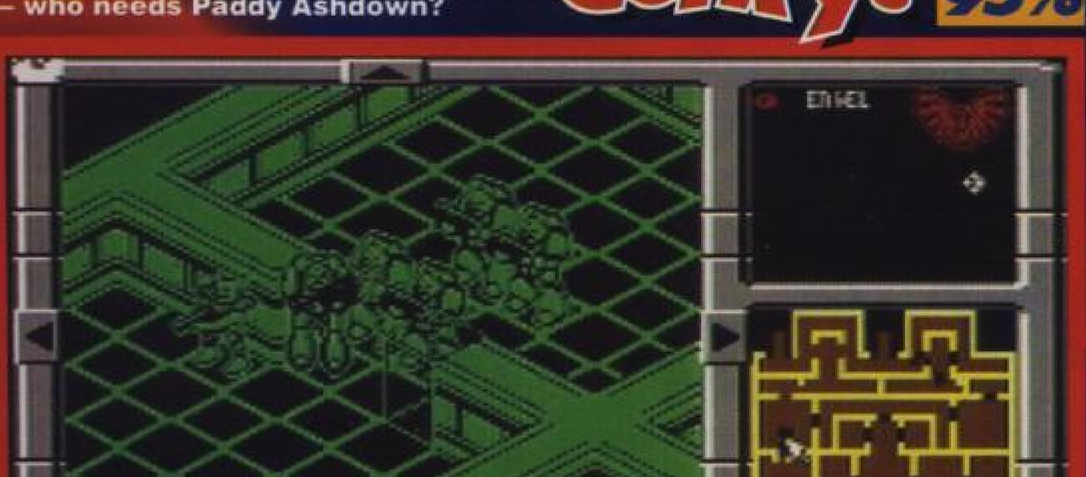
It's impossible to cover the whole game scenario in the space allowed. The manual takes half an age to read through, but doing so sets you up for a game that piddles all over Gremlin's previous release *Hero Quest*.

The control system looks complicated on initial inspection, but as with most icon-driven games first impressions are deceiving. The graphics are very impressive (you can switch between 2-D and 3-D views), the Marines are mean-looking barsts (as are the aliens, come to think of it). The 12 missions on offer range between easy-peasy and downright impossible. So as your prowess with a Storm Bolter improves, so do your chances of survival.

But don't take my word for it, go out and buy *Space Crusade* today.



**Corky! 95%**





**Phil!**

**The *Space Crusade* board game beats *Hero Quest* into a cocked hat, and so does this excellent conversion. The graphics aren't quite as cute as those lovely plastic figures, but the monochrome 3-D is gorgeous, and thankfully the nitty-gritty of gameplay is conducted using a more practical 2-D view.**

**What I like most is the multi-player aspect — games are always so much more fun with the interplay between several players. Sensible players will always cooperate for mutual benefit, but if you're feeling ultra-competitive you can always shoot at marines from a rival faction!**

**The atmosphere of exploring claustrophobic spaceship corridors is certainly very tense (reminiscent of the excellent *Laser Squad*), with the mystery of what unidentified radar blips are going to turn into.**

**Indeed, the bio scanning is an improvement on the board game, scanning a circular area around you rather than a whole board quadrant. Another advantage is the automatic evaluation of 'line of sight' when firing, which always causes arguments in the board game. With the computer working out other complicated rulings, the game is a lot easier to get into, yet still retains all the tactical sophistication with all the weapons, equipment and orders — the best of both world. In fact, it's out of this world! 91%**

## TEST YOUR STRENGTH!

DING DONG! SIZZLING! RINGING! TINGLING! FREEZING!

**PRESENTATION**
*Brill loading, title and arming/equipping screens* **91%**

**GRAPHICS**
*Hard Marines and Phrrrt! inducing monsters* **90%**

**SOUND**
*Mixture of atmospheric toons and effects* **87%**

**HOOKABILITY**
*As soon as you leave the airlock you're hooked* **92%**

**LASTABILITY**
*You won't rest till the last Chaos beast is dead* **94%**

**OVERALL STRIKE! 93%**

# Never be 'board'! — Ho bleedin' ho!

ZZAP! COMP

**Win five copies of the Space Crusade board game!**



Board games, ain't they a load of old codswallop? I mean, take flippin' Ludo. You push them little tiddlywinks round till they get 'ome. What the bleedin' 'ell's that all about, eh? And as for Snakes And Ladders, if I saw a snake even as long as my window-cleaning ladder, I'd flippin' run a mile — not slide down it (though summat might slide down my trousers).

Mind you, this Space Crusade jobbie's a bit different. I mean, none of them crap tiddlywinks for a start — loadsa detailed plastic figures. It's almost as good as Gremlin's brill computer version with its flashy 3-D graphics an' three-player option. A masterpiece of programmin', I reckon.

The board game's great fun too, as three factions of Space Marines explore the rooms and corridors. And one lucky beggar gets to control all those aliens — nasty, 'orrible, grungy, yukky things like Orcs, Genestealers and evil Chaos Marines. Them big weapons you're carryin' certainly come in useful for blastin' 'em. Mind you, there's twelve gradually 'arder missions to keep you occupied.

And now you can win one of FIVE copies of this brillo board game in this crusading competition! Here's the three totally blimmin' easy questions. Cripes, I ask ya:

**1. What colour is the Marine faction known as the Blood Angels?**
**a) green, b) pink with blue spots, or c) red**
**2. How many members are there in each Marine faction?**
**a) two, b) five, or c) nine**
**3. Which party leader was once in the Marines?**
**a) John Major, b) Neil Kinnock, or c) Paddy Pants... erm, Ashdown**

● Bleedin' easy or what? Stick those answers on the back of a passing Spacehulk (or postcard) and direct it to *I WANT TO JOIN THE MARINES COMP, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW*. Make sure it gets here by 14 June, or Earth will be completely destroyed by the forces of Chaos (and you won't win, either).


HI KIDS, BILLY BUTT 'ERE, I AINT VERY 'APPY TERDAY....NA, IT'S COZ THOSE POOFS AT ACNE HAVE DECIDED TER BRING THEIR COMIC OUT EVERY TWO WEEKS!...
...YEAH....'AN' I AINT GOT ANY DOSH TER GET THE NEXT ISH!
TAINT FAIR..TUT!...IT'S MEGA BRILL IS ACNE, YEAH, DEAD FUNNY WITH LOADS O' JOKES AND THERE'S...?..HANG ON,..LOOK WHO IT AINT!!
HOY FAT BOY, D'YER WANT YER LIGHTS PUNCHIN' OUT?
ER..N..NO BILLY...I.. ..I AINT DONE NUFFIN!
WELL LEND US A QUID 'N' I'LL LET YER OFF
HEE...I HATE 'IM...BIG FAT LARDY LUMP O' GREASE! ANYWAY, I'VE GOT ME DOSH, NOW TER GET THE BEST COMIC IN THE WHOLE WIDE WORLD!
HAA HAA....HEE HEE.... HOO HOO ...HA HA HA... IT'S BRILL THIS....WELL, IT'S BOUND TER BE COZ IT'S GOT ME IN IT!... HEE HEE.....!!
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acne
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GET IT... OR REGRET IT!

Peep Show!

# Slimeball... or su

# STE



**CodeMasters have produced some strange heroes in their time: A somersaulting egg, a prune-like film star, and now... A SLUG!? Why, it's even slimier and more disgusting than IAN OSBORNE, as our stickiest staff writer found out...**

## Top heavy treats in...

# Elvira II

**Another great game starring the tit-anic temptress? Can it be true? IAN OSBORNE's used to feeling a tit and soon gets 'abreast' of the facts...**

Elvira's a bit of a cult figure in the states. She hosts her own horror channel, MCs hard rock and heavy metal shows, and has even starred in her own film, 'Mistress Of The Dark'!

She's not so well-known over here: if you've heard of her at all it's probably because of Flair's previous Elvira-based RPG. Fans of this icon-driven opus will be pleased to know the big-boobed beauty is back, and the second Elvira game looks like being even better than the first!

As with the that game, the original 16-bit versions have been designed by Horrorsoft for Accolade, who didn't feel a disk-only Commodore game was financially viable. Unfortunately they hold the rights to the title of the 16-bit game, *Jaws of Cerebus*, so Flair's C64 version will be titled simply *Elvira II*. Pity really — virtually all the 16-bit features are included, and it lacks not one ounce of gameplay!




**● 'Tonight, sir, we can offer you fresh salmon marinated in a white wine sauce, followed by fruit sorbet, or... Oh, you wanted the head waiter.'**



# ...perhero?






He might not be the prettiest of creatures, but cracking cartoon-style graphics and original, involved gameplay look like making *Steg* a real Codies classic. Set deep underground in a series of caverns, our slippery chum must feed his slugettes with tasty little bugs. Enveloping the elusive creepy-crawlies in a bubble is simple enough, but floating them back to the nest without bursting the blighters is one helluva task.

Hazards include gusts of wind that blow the bubble off course, spikes that burst it on contact and pits of fire — nasty! (What about salt? That sure makes 'em fizzle. Maybe I'll try sprinkling some on Ian! — Man Ed).

Power-ups include nitrous oxide speed-ups, bionic legs and rocket back-packs — careful not to burst the bubble with the afterburner!

With silky smooth scrolling, (not at all sluggish — ho ho!), and dazzlingly original gameplay, *Steg* looks a real winner. Let's hope the only bugs in the game are the ones he feeds his sprogs!

## Squeezing it all in

Needless to say, squeezing all that game into three 5.25-inch disks without killing it with endless disk-accessing was quite a task — how did they do it? Better ask programmer, Bruce Lefeaux...

'To keep disk-accessing blues to a minimum we've kept the individual files extremely small — although they're accessed frequently, loading is so quick you'll hardly notice it. [He's right too — Ian.]

'Another problem we encountered was the graphics — some of Horrorsoft's more grizzly ideas had to be toned down to suit individual markets. The Americans, for example, won't tolerate blasphemy or nudity and the Germans dislike too much blood in the graphics.'

Ah yes, the graphics — blimmin' amazing aren't they? Even without the gallons of blood, *Elvira II* contains some of the most terrifyingly disturbing animation sequences ever seen on a home computer (outside 'adults only' PD, that is!). If in doubt, check out the demise of the witch on our Megatape demo! How were they achieved? Over to you, Bruce...

'The screens are digitised on the Atari ST and ported down to the C64 in four-shade monochrome. Then they are retouched and coloured — the end result is actually more colourful than the 16-bit versions! [I'll vouch for that, too — Ian.] We've paid great attention to the animations. In one place a member of our programming staff stripped to the waist and lunged at a video digitiser with a 12-inch ruler. This was retouched, giving our bitmapping buddy a new lease of life as a sword-wielding ghoul who keeps dead bodies in his larder!' This effect has to be seen to be believed!

And see it you will — not yet, though! Look out for a full review of *Elvira II* in a future issue of ZZAP!

**● Uh oh, it looks like the Europress alkies were out on the town again last night. All except Phil, who went to bingo! (© Strange But True Stories, 1992. All rights reserved**









## Soccer it to 'em in...

# Euro Football Champ

**Can England win this summer's European Championships? Or will they do as well as last time when they won a grand total of... erm, zero matches! PHIL 'GOLDEN BOOT' KING plays the field in the latest footy sim from Domark...**

Europe 1992. What does it mean for you? No, nowt to do with the 'single European market' (which doesn't start till midnight, 31 December!). And you can forget the Cricket World Cup and the Olympics too — the premier sporting event of the year has to be the European Football Championship Finals in Sweden. Not to be confused with the European Cup, this has eight international teams (including England and Scotland!) fighting for the prestigious trophy.

Unsurprisingly, Domark's *Euro Football Champ* is planned for a June release to coincide with the Finals. Unlike the latter this Taito coin-op conversion is a pure knockout tournament (no poncy round-robin groups here!) with loads of international teams to pitch against each other.

Matches are shown from directly overhead with the pitch scrolling horizontally to follow the action. As usual, you get to switch between your various players, but only numbers 8, 9, 10 and 11 (your stars) can perform the special 'Super Shot' goal-scoring move.

Realistic features include the ability to knee, kick and elbow other players — and get away with it if the ref's not looking! Watch it, though: if caught, you lose strength (adversely affecting speed and skill) and could also be shown a yellow or red card. Well, like they say, cheats never prosper (apart from Maradona and his 'hand of God'!).

**● Cor blimey, why are those blokes kicking a bit of pig skin around a field? Oh yeah, it's football innit!**



**● King heads towards the box, and he shoots! Can the fat lad score at last?**



**● That little radar scanner at the bottom shows you where all your players are. Dead useful, just like Phil.**

**● Eng-er-land, we're gonna win the Cup! And not forgettin gour more northern readers... Scot-er-land!**



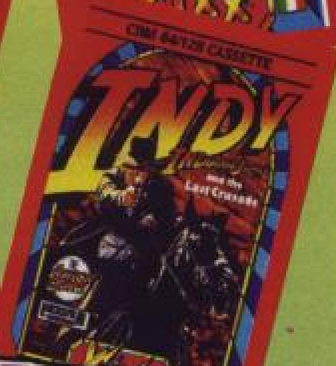


# Just for KIXX!









## WIN THE ENTIRE RANGE OF KIXX RELEASES!!!

Do you ever find yourself grubbing around in the bottom of your games box looking for something new to play, only to come up with a handful of old Lego bricks and a half-munched Mars Bar? Then fret no longer for here is your chance to win the entire range of budget releases from the Kixx label — that's a thought-provoking 35 games. Yeah, you'll be hard pushed to find a dull moment for many moons to come if you win this little lot. Well, hard pushed or brain dead 'cos no matter what your particular penchant, there's bound to something here to satisfy it. From driving games to beat-'em-ups, platform capers to arcade adventures, there really IS something for everyone. Ten runners-up will be awarded the Kixx game of their choice from the list of titles, and the rest will have to go back to playing Lego!

### KICK IT!

So, what exactly do you have to do to be in with the chance of winning your very own instant games library? Kick yourself three times on the forehead while whistling dodgy Undertones songs and juggling two hamsters and a pit-bull terrier? Nah! All ya gotta do is this: Tell us on which page of *this* issue does the word "jellies" appear. Couldn't be easier, really. Or could it!?







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★ Cut out (or photocopy) this coupon and send it to: Just For Kixx Kompetition, Zzap! 64 Magazine, Europress Impact, Ludlow, Shropshire SY8 1JW. But don't forget to fill it in first!

● The word "jellies" appears on page.......of this issue.
● My runner-up game choice from the Kixx list is ..........................................
Name:..........................................................................................
Address: .......................................................................................
.....................................................................................................
..............................................................Post Code:..................................

# PD FILE




**Hello boys and girls, uncle PD File is back with lots more news, views, and sticky buns from the world of Public Domain. This month I'm putting the games and demos on the back-burner and looking at some of the amazing utilities available - so put on your sensible coat and hat and join me in a trip to serious city!**

## Doubled up

Need to get more on the screen than the C64 will allow? Worry no more, 'cos ***80-Column Screen*** is a clever little PD program that'll squeeze in 80 vertical columns against the Commodore's standard 40. Needless to say this makes the on-screen text darned difficult to read, but used correctly it could prove a real boon. For example, if you linked your C64 to an 80-column printer while in 40-column mode it would only print on the first 40 columns, leaving the right-hand side of the page blank. 40-column print-outs are better, but the text is so large it looks like a page from an infants school library book — with *80-Column Screen*, you can have the best of both worlds.

It can probably be used for far more than just word processing, (spreadsheets and databases spring to mind), though screen limitations mean it's only of any use with a printer. Great stuff if you need it, though…



## Eddi the spreadeagled

Having trouble drawing those awkward little ejits you want to include in your game? Do your spaceships look like pavement pizzas, and your people like road accidents? Then ***Spr-Eddi V1.3*** could be just what you need!

As you may have gathered (and if you haven't you're a dimbo), *Spr-Eddi* is a sprite editor. You map your masterpieces against a 21x23 grid, planning your pixels using either the keyboard or joystick. The program is well presented, offering a help menu in case you've forgotten which keys do what, and there's even a disk-catalogue option — very useful when saving and loading sprites. The actual-size sprite is displayed at the foot of the screen.

As you would expect, you can mirror and slide sprites on the grid, but as you may not expect the program also lets you toggle between three-colour and monochrome hi-resolution modes. I've no idea how you'd incorporate them into your game, but then I'm not a programmer — if you're into game design, you shouldn't have too much trouble.

## Play that funky music

*DCM 1.2/Graffity* is a music editor, and rather a spanky one too. Not only does it allow you to create your own tunes, you can also load in and play a series of ditties created by the programmer!

Creating your own electronic symphonies is far from easy, but the program as a whole is well presented — I especially liked the piano keyboard at the foot of the screen, each key highlighted as it's 'pressed'.

On the minus side, the instructions are far from comprehensive and unless you know a little machine code you'll never get anywhere. Even so, if you need music for your machine-code game, then it's certainly worth a listen.

## Master piece

While looking through the utilities disk Binary Zone sent me I had trouble with the directory scrolling off the top of the screen before I could read it. Thus I was very grateful for ***Dir Master***, a disk utility that allows you to create, read and alter disk directories.

The program enables you to delete or move files, create and remove write protection, edit and sort them, *and* change the header and ID of the disks. The more you use *Dir Header*, the more invaluable it becomes. I can hardly do it justice in the space available, though it's already proved well worth its weight in gold. (How much does a computer program weigh? — Ed.) No disk user should be without this wee gem — in fact, I'm so chuffed with it I'm not even going to mention the laughable spelling mistakes. (You just have! - Ed.)

## Eminant emu?

Now this is a program I never thought I'd see… an Amiga emulator for the Commodore 64!!!! Public Domain too — why spend £400 on an Amiga when you can get an emulator for pennies from a PD library?

Before you get too excited, all the program does is display a very shaky simulation of the Amiga screen dump, then crashes. A practical joke, not an emulator, but then you'd be a complete nerd if you expected it to work anyway. (That's not what you said before booting it up, PD! — Ed.)

**So there we have it — thanks to Jason 'Kenz' MacKenzie for sending the programs, all of which can be obtained through Binary Zone PD, 34 Portland Road, Droitwich, Worcestershire WR9 7QW. See ya next month and remember, kiddies, never talk to strangers or mum'll bite yer bum off!**

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# Lash 'n' Bash!

**Miss Whiplash certainly whipped up a storm of controversy when she took over the letters column in Issue 82: From the incredibly irate to the downright dirty everyone, it seems, has an opinion. To keep the leather-clad lass firmly in her place, then, we've enlisted the help of Bash The Barbarian (he's big, he's bad, he's... brainless!). From now on this unlikely pair are going to do battle over the right to answer your questions, we'll simply sit back and the let the mail-bag decide who's best equipped to run the show. Is Whiplash flogging a dead horse? Will Bash muscle in on her action? Find out next month...**

## STAND BY YOUR... MAM?

I bet your wondering why the 'Nythyhel' I wrote this. Well I'll put you out of your misery, here goes...

Me and my mam have been having trouble with *Nythyhel* so please can you help us, all I ask is:

1. Could you please tell me the password for Level 2 of *Nythyhel*?
2. What full game in your opinion has the best title screen?
3. Why don't you get Phil to help with the letters?

If this is not printed within two months, I'll have the Shadow Lurker to your door.

**Michael 'Nythyhel' Flammery, Glasgow.**

**● You dare to threaten Bash The Barbarian? And with such a puny beast as the Shadow Lurker? You're either very brave or very stupid my friend. I'll let is pass for now, though, just don't cross me again or you'll have an appointment with the back of my broadsword!**

**The password you require is AT51ST96. Say this to the farmer once you've loaded the second part of the adventure and you'll be on your way — just don't let on 'twas me that told you... he's still mad at me for slaying his prize bull a few moons ago (I swear it looked just like a Orc in the dark).**

**My favourite title screen probably belongs to the front end of *Tetris* (from Mirrorsoft) although the game itself I found all but unplayable.**

**Phil does help out with the letters. Every day the poor lad struggles along the ramparts of ZZAP! Towers carrying the mail sack. He's usually so puffed when he reaches the top that I've to allow him a five-minute break else he's too weary to tear open the envelopes!**

**Bash**

## LUCE TONGUED!

Dear ZZAP! (In particular Lucy Hickman)

This is the first time that I've ever written to a magazine (honest), and I'm afraid it's a complaint. It is a complaint against one Lucy Hickman, and her hypocritical attacks against the male reviewers, accusing them of being sexist. I say hypocritical because in some of her comments in the reviews she comes out with some crass sexist remarks herself (this makes her a sexist sow!), as well as making some cretinous comments on the introductory page.

Now I know that, apart from the reviews, some of the comments of the reviewers are tongue in cheek, but I have to draw the line at the hypocrisy of Miss Hickman.

If you print this letter I will read your (hopefully) sensible reply, which will make up my mind whether to stick with ZZAP! which I have purchased since the first one, or to buy the inferior Commodore Format instead. Yes I'm that offended, although I don't think you would be too bothered about losing my custom.

**Mark Moore, Barnsley, Yorkshire.**

PS. If you don't print my letter, then I hope you will take on board what I have said and change your sexist attitude. I will give it one more go and read the April or May issue to see if there's any change.

PPS. By the way shouldn't Lucy's surname be changed to Hickperson?

**● Lovable Lucy, crass and sexist? Why, she just happens to be my nicer side! I'm much more of a strapping lass than that wimpy woman. Everything she says is with tongue firmly in cheek (usually somebody else's), so don't take her comments too seriously. Unlike me, she doesn't mean to offend anyone, so please don't give her a hard time (like so many others have). Anyway, she's got her hands full with a new man... erm, mag, N-Force (for those weirdo Nintendo freaks), so she won't have time to make any more of the 'crass' comments you found so annoying.**

**Miss W**

## GRUMBLE WEED

Right, I am making a complaint (several actually). Firstly, it stated on the back page that an Andy Braybrook classic, *Uridium,* was to appear on Megatape 76325. But buyers of both ZZAP! and Commodore Format would be diddled. *Uridium* has already been put on that mag's tape, so why put it on yours?

Now why does Corky Caswell 'the elephant man in disguise' nab tips from old issues? Because he does bugger all himself! Robin 'Oink Oink what an eggy farthead' Hogg used to slave away (well, occasionally) but this fat sexist obviously does nowt. Is this due to a lack of brain power? I think so as the smeghead likes Indie music and dislikes heavy and thrash metal. I say if you ain't got new tips to print, then shorten the tips section and enlarge it when necessary. Understand that Corky?

Next complaint — the bad language which is used/asterisked is terrible. I would never use such language.

On the up side though, the new-style (not-a-rip-off-of-Commodore-Format-at-all) ZZAP! is great; barring the sexist comments, such as, quote — fat urinehead dickweed Phil:

'She already knew the difference between a tit and a shag'. Is this kind of thing absolutely necessary?

Why is Ian Osborne known as 'The Stain'? It sounds pervo to me.

Speaking of perverts, why are you all chasing me in the farmyard? Oh no! Not that, please Phil don't shout 'mint sauce'!

**Ultimate sheep, Phil's butcher shop. Rack 3.**

**● By the power of Numbskull, you've got a good point! I could blither on and on about complicated licensing deals with 'No-Back-Out' clauses but I can't spell komplukayted so I won't! My opinion is that if you insist on displaying such pee-wee poor taste then you deserve to be diddled.**

**Buying inferior 64 mags indeed...**

**As for Corky's tips, he's been far too busy licking Miss Whiplash's bossy boots to actually provide any of his own pearls of wisdom. Now that I'm here, though, I may be able to fend her off long enough for him to pull his finger out (if you get my drift). I'm going to have my hands full with that buxom wench, I can see. She thinks she's the Gods' gift to man, too — but between you and me readers, the whip-wielding one isn't as comely as she makes out. In fact, if you ask me she's got a face like an Orc's behind... and a behind like an Orc's face!**

**Bad language, you say? What bad Ω*@!∆†≈'ing language!?**

**I mentioned your comments to Phil, and he said, 'What's wrong with being sexy?' And finally, after lengthy consultation with the ZZAP! lawyers, I've been informed that no newsagents in the land would dare stock ZZAP! if the truth behind 'The Stain' ever became public knowledge — you'll just have to use your imagination!**

**Bash**

## HAMSTER HOTPOT

Whatever happened to 'Tips Plus'? We the readers (who are crap at some games) rely on these things to aid us through some very hard levels, against some very tough opponents. As you are the new-look ZZAP! with new staff, will you be doing any more?

Also, a little problem I had with *Rockstar Ate My Hamster* was overcome by loading the game without a joystick. This may help some other readers who have the same game.

**A Tham, King's Lynn, Norfolk.**

**● 'NO' is the simple answer to your simple question. But don't get your loincloth into a twist as Corky's Tips section should soon be back on the right dirt-tracks now I'm here to keep Whiplash under control. And thanks for your tip — just remember that you should never try eating hamsters at home; they're far too stringy if not prepared properly and it takes a goodly number of the critters to provide a decent-sized meal!**

**Bash**




## ABSOLUTE BEGINNERS

Dear ZZAP!

Can we have a page for kids please? After all, you adults are only encroaching on a concept made for us youngsters.

What I really mean to ask for is a forum for absolute newcomers to computers who would like to learn the basics (no pun intended).

When you give programs for cheats on games you only include scant instructions.

We've just bought a 64 *Terminator 2* package. Can the cheat you printed be run with a cartridge?

Great mag by the way.

Zzap! on.

**Martyn Brunskill, St Helens.**

**● A page for kids? The whole mag's for kids of all ages: from those still in nappies to those back in nappies. Mind you, a C64 beginners' forum isn't a bad idea. I'll thrash it out with the big nobs upstairs.**

**Sadly the *Terminator 2* listing won't work with the cart version as you have to turn the computer off to plug in the cart.**

**Miss W**

## PROBLEM PAGES

Dear ZZAP! (I refuse to say Miss W)

It saddens me to write this letter, but upon opening Issue 82 of ZZAP! 64 it is apparent that your mag has backslid, and degenerated into a pile of mess which it once was during the Gordo, Maff & Kati era. (Remember that?) Take that as you may, but I personally do not think that that's good news!

Things started to go wrong when Stuart Wynne left for Sega Pro, and looking at Issue 82 now, I can say that ZZAP!'s taken one bite too deep into the meat of obscurity. I'll run through each section to try and analyse the problem(s).

### ZZAP ZZONE/ZOO

Firstly, did any of the current ZZAP! staff (particularly the much 'credited' Lucy Hickman, of whom this whole magazine is centred upon) do English at school? If so, what on earth do you call the rubbish throughout ZZAP!'s pages? Reading the very first Zzone ('get down shep...') made me realise how dumb this woman must be, how could anyone write such nonsense? But this is only a sign of what was to come.

### CHARTS

Just for the sake of that pathetic Miss W character (yes, you!!), the scores and charts have been reduced (to be honest, I preferred the Scorelord). Only one page is devoted to scores now, and 3/4 of it is taken up by a picture of Miss Whiplash and other little boxes.

### FLASHBACK

This section is fine, but just like the reviews, the new format is cluttered and untidy.

### WHIPLASH WHISPERS

As soon as anyone with an IQ above 7 leaves ZZAP!, it declines in quality and no sooner has Lloyd left (the only person left who was not completely stupid), good (did I say good, I don't mean good!!), yes, 'good' ol' Miss W moves in (I wish you weren't shoved down our throats like a ten-foot spike rod — YOU GET ON MY NERVES!!).

I remember the days when ZZAP! was an informative magazine, you could read it and enjoy it, but now look, ZZAP! is laden, with silly pictures and characters (like yourself), and I hate to say this, but despite your superiority to CF, you seem to be copying them bit by bit (they also have lots of stupid characters and cartoons). I'm sorry, but ZZAP! has just made itself the laughing stock of the 64 mag world, and the final blow to the head is the fact that you are considering reintroducing Amiga coverage, I think this is the move which will finish off the remaining readers you have.

### CONCLUSION

I can only offer this simple advice to ZZAP! (face it, you're in the coma now): Firstly, shoot Lucy (even though you may very well fear the loss of your assets because of her dominating grip and leather whips), and I suggest that you, Miss W, commit suicide. Failing that, I can only suggest a friend of mine, Mr C who wields a chainsaw and will be only too happy to put you in the window of the kebab shop.

Despite my perfectly reasonable suggestions, I probably won't have my letter printed because I'm not a subscriber (or because I'm not singing your praises), but I hope I've made my views felt. ZZAP! was good before, then Issue 82 happened, and now we have all these silly characters and stuff. Well, I hope you're pleased with your efforts, as I think you've wasted paper and wasted time.

No doubt, I'll walk into my newsagents to see Whiplash 64! staring at me, filled with a profusion of poorly conceived and mediocre sections, all uplifting Lucy Hickman (Die, Die, Die!!) and yourself. Unfortunately I have no other magazine I really want to read besides this, and soon I might just give up with computer magazines altogether because what I've just bought isn't worth the £2.20 it demands. I'm sorry, but this is just only worth wiping bums with.

**Adrian Simmonds, Ipswich, Suffolk.**

**● Fair enough. Everyone's entitled to have their say in this section... and here's mine!**

**'Did any of the ZZAP! crew do English at school?' What a cheek! Talk about the pot calling the kettle black. Your letter was a disgrace to the English language until supersub Phil tidied it up. Spelling mistakes, grammatical errors, incredibly long sentences: I should keep you in after school for a good thrashing!**

**What do you mean, the Scores have been reduced to one page by me? The Scores have been on one page for ages under the Scorelord. My God, you're innumerate as well as illiterate!**

**Flashback is cluttered and untidy, eh?: well I for one think it looks better than the old Budget Blitz section, and now original budget games get full reviews. So there!**

**I get on YOUR nerves? Well, I suppose you're a model of good manners, eh, advising people to commit**

## TOTAL TRIPE

Dear (?!!) Miss(Tress?) Whiplash

What the heck has happened to my favourite beloved magazine? It's absolute tripe — with a capital RUBBISH!!! Its appearance is so childish it's almost untrue. It's very very sad indeed. It happens every time the Editor changes — massive changes are suddenly brought about — usually for the worst, especially in this case. I bought the latest ZZAP!, ish 82, opened it up to find:

### REVIEWS

Very confusing layout. Lacks order — for instance, in the *RoboCop 3* review Corky (inept looking childish cartoon face) spent nearly all his comments waffling about something which has next to nothing to do with how the game actually plays. He does this for two reasons (I guess...?)

(i) That's what all ZZAP! 'Reviewers' (used in the loosest sense possible) are paid to do.

(ii) He hasn't even played the game (let alone 'Reviewed It'!).

Throughout all the 'Reviews' the 'Reviewers' fail to recognise the importance of giving in-depth comments which help us (readers) understand how the game 'feels', plays, what the long-term interest is likely to be — rather than (at present) comments like — 'Wow! wot no I Er... my cat! elephants erm (ah! — Ed). great game 99%.' Okay, of course I've exaggerated — but you get my point (I hope!). Why do you (reviewers) constantly fail to give us Accurate, In-Depth, Informative comments? Which is a service ZZAP! 64 set out to do.

I feel that the present Editor is more concerned in changing the presentation of the magazine rather than the more important structure of the mag.

### LAYOUT

Why so much colour? Especially on the reviews. It can be very confusing. So many boxes of clashing colours — and awful titles!!! What happened to an Oli Frey cover!!?

Another thing that confuses me is... Why do you lot insist on using dodgy words, innuendos and risqué phrases (and drawings — namely yourself). I know that the world has degrading moral standards (and you lot appear to be no exception!), but ZZAP! has at least tried to an extent to avoid this attitude — why give in?? A heck of a lot of things puzzle me about ZZAP!. Especially its new direction.

Also — I don't like you!!! Your comments are so amateurish, your style is obnoxious and the portrayal of you in drawing is almost pornographic. Rrap! used to be excellent, logical, constructive etc. This too has declined.

### TIPS

What tips? Games over one year old are deemed too old for tips (*Creatures* for example!), what a load of baloney!!

Needless to say I'm not impressed (a massive understatement). I used to enjoy ZZAP!, now I feel ashamed... sorry for it. A once great 64 mag reduced to 68 pages of absolute drivel!!

I don't know what you're trying to do, Lucy, but I sure hope you do. And I hope you realise just what you've done to ZZAP! 64.

Please keep out Amiga coverage — it took long enough to get rid of it!!

Please bring back a dedicated professional approach with clear achievable objectives (why change a successful format?). And please please hang (I mean sack!) Lucy. Oh and by the way — come back Lloyd!!! All is forgiven, please return and kill (I mean get rid of) this stupid amateur unprofessional mentally deranged perverted morally unsound staff writer (what do you mean, which one?!!). Miss Whiplash (daft name!!) of course!!

Please ZZAP! get your act together — and soon! I'm looking forward to being slagged off (I know you'll deny everything — 'cos of your egos, as you always do when anyone writes in with constructive criticism). But I don't care — I've nothing to lose... you have! Please print a sensible reply to a well-meant letter.

**Graham Harris, Rothwell, Leeds.**

PS. Black and white is arty!!! Where's the Scorelord gone? Bring him back!!

**● You should be more careful before making libellous comments. Fancy accusing Corky of not playing *RoboCop 3*! Of course he played it: a hell of a lot as a matter of fact. The reviewers always play the games thoroughly before writing a review. Don't be so cynical. As for light-hearted comments, the reviewers sometimes get carried away — I'll have to crack the whip a bit harder.**

**I can't agree with your comments on our new-style layout though. The louder design reflects the change in our readership which is gradually getting younger (due to an anti-ageing cream, I reckon). Our Art Ed also happens to be extremely talented (perhaps that's why he earns enough dosh to pay back the Brazilian national debt). He went to art school, you know, and got a degree. On and off he's been with ZZAP! for flippin' donkey's years, so he's grown up with the mag, and knows how the design has evolved over the years. I happen to think the mag looks better than it ever has — compare the current issue to one of only a year ago, and I think you'll agree it looks a lot brighter and livelier.**

**How dare you say I look almost pornographic? No-one tells men what they can and can't wear. I remember the controversy over those old *Barbarian* ads a few years ago. Everyone was complaining about the 'sexist' portrayal of Maria Whittaker, when the hunky barbarian (nothing like that gormless Bash) in the same photo was wearing at least two saucers less! Now that's what I call double standards.**

**A fair point about tips, though, and one which Corky is trying to correct with plenty of hints, cheats and pokes for recently rereleased games and other golden oldies.**

**And don't worry about Amiga coverage: after seeing the negative response in the Zzaptionnaires, it definitely won't be reintroduced. We listen to our readers' comments, including yours — some of your suggestions have been noted and acted upon.**

**Miss W**

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**suicide, murder or hire a hit man? You're one sick individual, and a cynical one at that: thinking only subscribers and creepy-crawlies get their letters printed! Well, as you can see, your letter has been printed — now that's what I call a waste of paper.**
**Miss W**

## OOH! I LIKE IT

Dear Miss Whiplash
I think you are very sexy (creep creep). I'd just like to ask a few questions. First though I'd like to congratulate you and the crew on the new changes made to ZZAP! I like 'em a lot! Now for my questions, serious and not so serious:
1. Please make the tips section longer and, like Joe Mason of Notts said in ish 82, let's have more adventure tips!
2. I've heard more rumours that EA are bringing out a *Bard's Tale 4* soon, can you spread more light on it?
Now for the serious questions:
1. Are you a free and single woman?
2. Do you like slug, soap, salt and toothpaste sarnies? I do!
3. Can I break into Interpol on my C64 or Amiga 500?
4. Who is Wilson the Butler?
5. Will you blow up Edd the Duck and his silly computer game?
6. What footer team do you support? Me being a Yorkshire man I support Spurs (honest I do).
Thanks for listening.
**Paul Ward, Morr Grange, Leeds.**
PS. Please print this letter as its my fourth to you.

**● 1. We can only print more tips if you lot send them in! Remember, there's a £30 software voucher for the best tipster each month. And well done, Paul; you've won this month's £40 voucher for Letter Of The Month!**
**The good news for adventurers is that Ian 'Stain' (I wonder why he's called that?) Osborne has volunteered for the Foreign Legion... oops, well maybe not, but almost as satisfying, he's volunteered to do a ZZAP! adventure column with reviews, interviews and, yes, tips! (Starts next month - Ed).**
**2. No, sadly it won't be released on C64.**
**1 (again). I'm free but rarely single!**
**2. Errrgghhh, and you think I'm sick!**
**3. Probably, but hacking is now illegal: so Interpol isn't exactly the most advisable organisation to try breaking into!**
**4. Ain't he that cheeky chappie off 'On The Buses'? I'll get you Butler...!**
**5. Don't be a pervert!**
**6. I like Spurs too... especially when I'm wearing them after lights-out!**
**Miss W**

## WHAT'S UP DOC?

Dear Ms Hickman
I thought of several ways to start this letter and couldn't decide between them, so here are some examples.
Having just taken out a subscription for ZZAP, can I have my money back?
Why, why, did you have to change your style to emulate crude Commodore Power?
Do you really think sexual innuendo is necessary to sell a C64 magazine?
At a friend's recommendation, we bought a C64 for our boys at Christmas which they (and we) think is fantastic. Not knowing about any games, we set about checking out the magazines. Commodore Power was almost instantly disposed of — stuff on films, etc, poor tape which failed to load reliably even when replaced, and full of crude language and sexual innuendo. Down to ZZAP! and CF.
Both tapes had some good stuff — CF's *First Samurai*, for example — but ZZAP!'s *Paradroid* took the top honours. We had no real basis on which to judge the reviews until we had read the magazines, bought some games and decided for ourselves. A friend who takes CF reckoned it was the best but I took out a subscription to ZZAP so we could make up our own minds.
You've just made up our minds for us! It won't be ZZAP! — UNLESS you abandon the new editorial emphasis of the latest issue. We are not going to pay for a magazine which now seems to want to organise its editorial comment around the sexual stereotype of a woman wearing black leather and brandishing a whip to beat men into submission; a woman who can apparently transform the humorous background on staff members in 80 and 81 to the crude rubbish in 82's ZZAP! Zoo. Neither we nor our kids want to read it.
What do you gain from including comments like 'I work very hard or I get my CENSORED'S ripped off'? Do you think a review which starts 'This lightning blast-'em-up will hit you like the clap and leave you itching for more!' really enhances the magazine's appeal? Maybe some people would disagree with us but I have already checked with others who buy CF and/or ZZAP! regularly or intermittently and they agree that this change of direction isn't necessary or desired.
Please, please reconsider your position on this issue and give us back a magazine that we can look forward to receiving rather than wonder what crude language we'll be subjected to next. We don't want to stop taking ZZAP!, but more than that we don't want the unnecessary sexual innuendos introduced in Issue 82.
**Dr Colin Elliott, Wrexham, Clwyd.**

**● Okay, Doc, you may have the right prescription there. The new Ed's decided to tone down the old innuendo: he gave me a right seeing-to over it, I can tell you.**
**Miss W**

## PUTTING IT BLUNTLY

Please could you give me the address of any place or company who deal in helping people who have been ripped off by mail order software companies. Turbo Soft owe me £20 and I want it back, but they ignore me when I contact them. Please help!
**Stephen Blunt, Ivybridge, Plymouth.**

● I have had words with the new Editor on your behalf, Mr Blunt, but he refuses point-blank to allow me to go over there and sort them out with my hand-axe! But fear not as 'The Stain' informs me that he, too, has had a similar problem with this company, but after writing to The Trading Standards Service at Bedfordshire House, 111 Stuart Street, Luton LU1 5NP and alerting them to the problem a full refund was soon forthcoming. 'Try that avenue of persuasion first,' suggests the Ed, '...and if that doesn't work then bash their brains out!'
**Bash**

## RE-RE-RE-RE-RESET!

I read and studied your article on 'Reset Rip-Off' and, wanting to use pokes, went to the nearest Tandy shop and, for £2.18, bought a six-pin male DIN plug and 1 instantaneous switch.
Having wire and soldering iron I studied the instructions and made the unit. But when I tried it out nothing happened. Could you help?
**Allan Revie, Lanarkshire, Scotland.**

**● Well for starters, Allan, you could try plugging it in! Seriously, though, home-made reset switches are notoriously temperamental, often failing to work at all and occasionally even causing serious GBH to your 64's most intimate bits! You've obviously scrutinised the instructions, so sadly there's nothing else to suggest: At present the new Ed's trying to arrange for a reset cart to be given away to new subscribers (he'd be able to include ready-typed POKEs on the Megatapes if it comes off) but if you already receive ZZAP! that way the only other thing I can think of is buying one. Then again, you *are* Scottish, so...**
**Bash**

**That's enough lashing and bashing for one month, I reckon. So you want to get in on the action, eh? Well, get out your quills and send any queries, qualms or quasi-literate ramblings to either 'Whiplash' or 'Bash' at *ZZAP! 64, Europress Impact, Ludlow, Shropshire SY8 1JW*. Be quick and you'll make it in time for another sword-and-sordid session, next ish.**


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SIZZLER

# Shoot-'Em-Up Construction

**• Gremlin, £4.99 cassette, £5.99 disk**

**10 PRINT, erm, what's next? maybe er, 20 GOTO erm, oh sod it — IAN OSBORNE just isn't cut out for programming, so we give him the *Shoot-'Em-Up Construction Kit*.**

We all start out with good intentions, don't we? We all say we're not just going to use our C64 as a games machine; no, we'll learn to program it, write a couple of awesome games, make a fast fortune and retire to sunnier climbs!

Trouble is it's so damned difficult — most people get as far as writing their names all the way down the screen, maybe scrolling it or making it flash on and off if they're really clever, then decide it's all too much hassle and go back to playing *Space Invaders*!

Well fret no more, 'cos Gremlin Graphics have re-released Sensible Software's *Shoot-'Em-Up Construction Kit* at a giveaway bargain basement price, so now even the most inept would-be programmer can create exciting and original games… any of which can be sold directly to the public (or a major software house if it's *that* smeggin' good) without having to pay Gremlin a penny in Royalties. Ha!

Several game-creator utilities have previously been released for the Commodore, but most are of a very limited scope. Change the graphics, change the FX, but you're still left with the game the programmer wrote. Not so with *SEUCK* — for the first time a program actually allows you to CREATE a game, and not just edit someone else's! So how do you go about doing so? Read on…

## Yah boo, SEUCKs to you!

Before you get down to business (phnarr) your first task is to decide just what kind of game you want to create. The *SEUCK* offers three different styles of play, all of them, sadly, vertically scrolling. Having a horizontal option would, presumably, have gobbled up too much memory.

So, your masterpiece is going to have to be either a straightforward (upward?) vertically scrolling blast (with a choice of fast or faster still but both supremely smooth); a single flip-screen affair or a 'push-scrolling' jobbie where the screen scrolls in accordance with the main sprite. Thankfully all three approaches can be combined in a single game, adding that all important commodity we like to call VARIETY!

The program is utilised through a well-set-out menu system. From the main menu you can access any one of the nine sub-menus controlling the editable features. Arguably the most interesting is the sprite editor, which allows you to create up to 128 sprites, 12 x 21 pixels large (plenty big enough to satisfy even Miss Whiplash's most wanton needs!). Up to three colours can be used, but once chosen you are stuck with two of them for all your sprites so plan your colours carefully. You can also create a mirror image of a sprite, slide it about, (very useful if you go off the edge of the box), and even copy and alter it — animation has never been so framing easy!

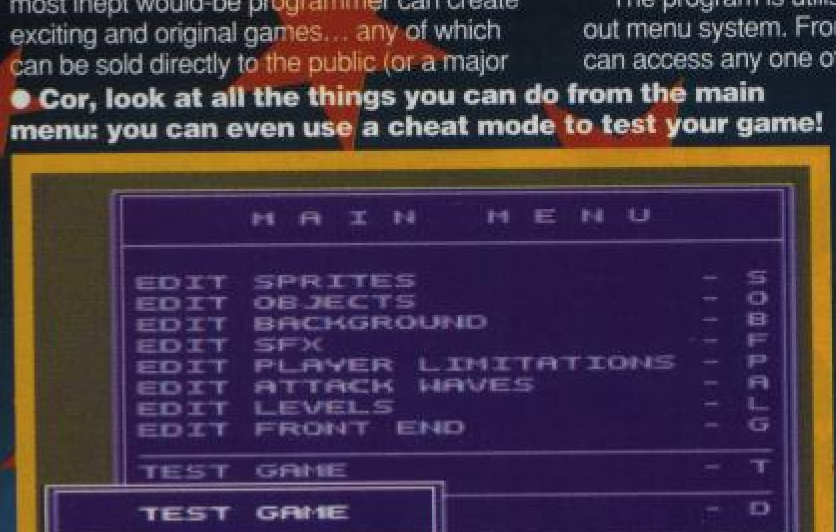
Having created some spiffing sprites it's time to give them some sort of a setting on which to do battle — that's where the background editor comes in. Each screen is made up of 254 characters, which are painted using exactly the same method as for the sprites. This is a fairly laborious task, but it's made easier by copy options.

## SEUCK it to 'em

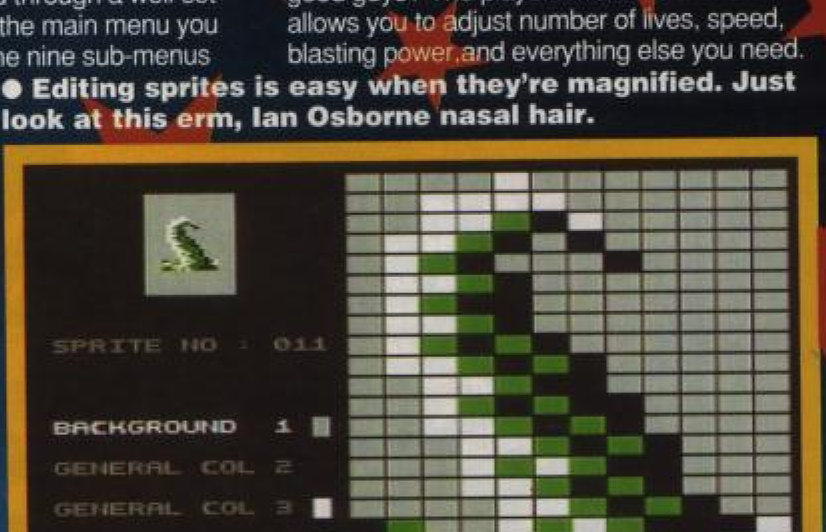
To define a sprite's role in the game, you use the object editor. Using its changeable colour option you can change the variable colour for each sprite, so if you want a series of similar sprites to make a simultaneous attack, they don't have to look the same. They don't have to move the same either — use the attack wave editor to send them zapping across the screen any which way you like!

So much for the baddies, what about the good guys? The player limitations menu allows you to adjust number of lives, speed, blasting power,and everything else you need.

**• Cor, look at all the things you can do from the main menu: you can even use a cheat mode to test your game!**




**• Editing sprites is easy when they're magnified. Just look at this erm, Ian Osborne nasal hair.**



# Up Kit



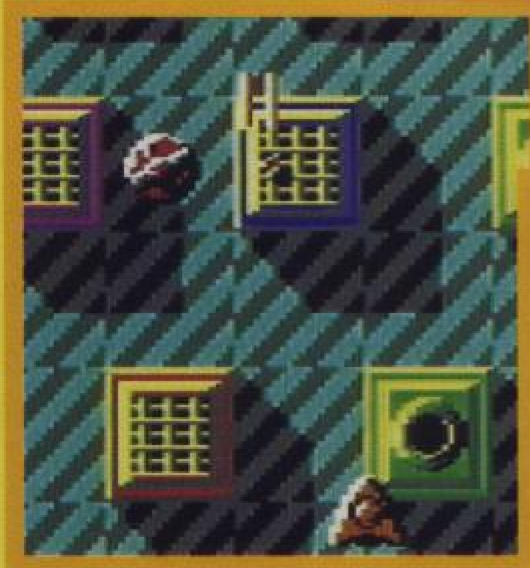

## Sample Games

Still not convinced? Well Gremlin have included a couple of sample games as part of the package. Created using *SEUCK*, they're a fine example of what the program can do in the hands of an imaginative programmer.

## Slap & Tickle

Oo-er missus — with a title like this, I had trouble believing it was a shoot-'em-up! Not that I was disappointed — it's rather fabby! A vertically scrolling blaster, you control a neat little spacecraft bearing more than a passing resemblance to the *Star Trek* logo! Boasting a huge variety of baddies, *Slap & Tickle* will tax your dodge-and-shoot skills to the full, and it gets harder as it goes!

Silky-smooth scrolling and excellent joystick response make *Slap & Tickle* a real winner.





**● A little bit of Slap & Tickle can be fun: this ready-made game is well worth playing when you're fed up of SEUCKing.**

## Blood bullets

Unlike its forward-firing predecessor, *Blood Bullets* is a multidirectional blaster in the *Commando/Ikari Warriors* mould. Another polished performer, it's amazing just how good the backgrounds and animation can be.

Unfortunately it's another vertical scroller. I can't help feeling the second demo game should utilise another aspect of its creator, like push-scrolling or flip-screen. Still, it's great fun to play, and a marvellous example of what the *SEUCK* can do.

The best thing about these demos is that they can be altered in any way you like, using the kit itself — if you get stuck, just load up a demo game and see how the professionals do it! Like all *SEUCK* games, an automatic infy lives cheat is included while still in the data base, invaluable when testing it.

You can even create a two-player simultaneous option! To make your game really stand out from the crowd, change the character font — now your control panel and in-game messages can look exactly how you want them to. And while you're at it, don't forget to add some appropriate sound effects using the couldn't-be-simpler sonic sub-screen!

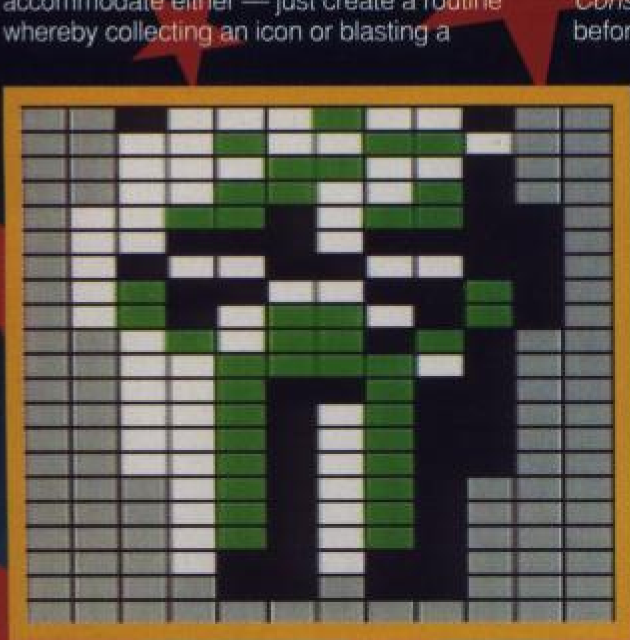
Every utility has its drawbacks, and *SEUCK*'s is that it can't handle power—ups. I can't think why this has been left out. They're damned near ubiquitous in shoot-'em-upsville, and wouldn't have been hard to accommodate either — just create a routine whereby collecting an icon or blasting a specific baddie automatically adjusts the player limitation menu. If your game gives an extra life for scoring a certain number of points you can offer a huge score for killing a specific alien, effectively creating a 1UP, but you can never increase your sprite's capabilities. Defining icons is a little awkward too — you have to create static 'aliens' that explode on contact, doing no damage whatsoever.

## So long, SEUCKers!

Despite these gripes, *Shoot-'Em-Up Construction Kit* is a brilliant program. Never before has there been a utility that allows you to create such fabby games — unlike previous offerings where they all looked and played the same, *SEUCK* games are limited only by your imagination. Pandering to all your needs, it's difficult to see how it could be any better — complicated animation routines are catered for, you can define multiple sprite baddies, and best of all when you save out your completed game it can be loaded and played independently of its parent program. At last, a game kit that lets you give copies to your friends, and don't forget to send one for the ZZAP! Megatape! We wouldn't be adverse to paying for them either, if they manage to cut the mustard of course!

*SEUCK* is incredibly simple to use, but is not a magic wand — don't expect to create brilliant games within seconds of loading up. Even so, with a bit of forward planning and intelligent game design, there's no reason why your game shouldn't be good enough to publish. Give it a go — it's fun!

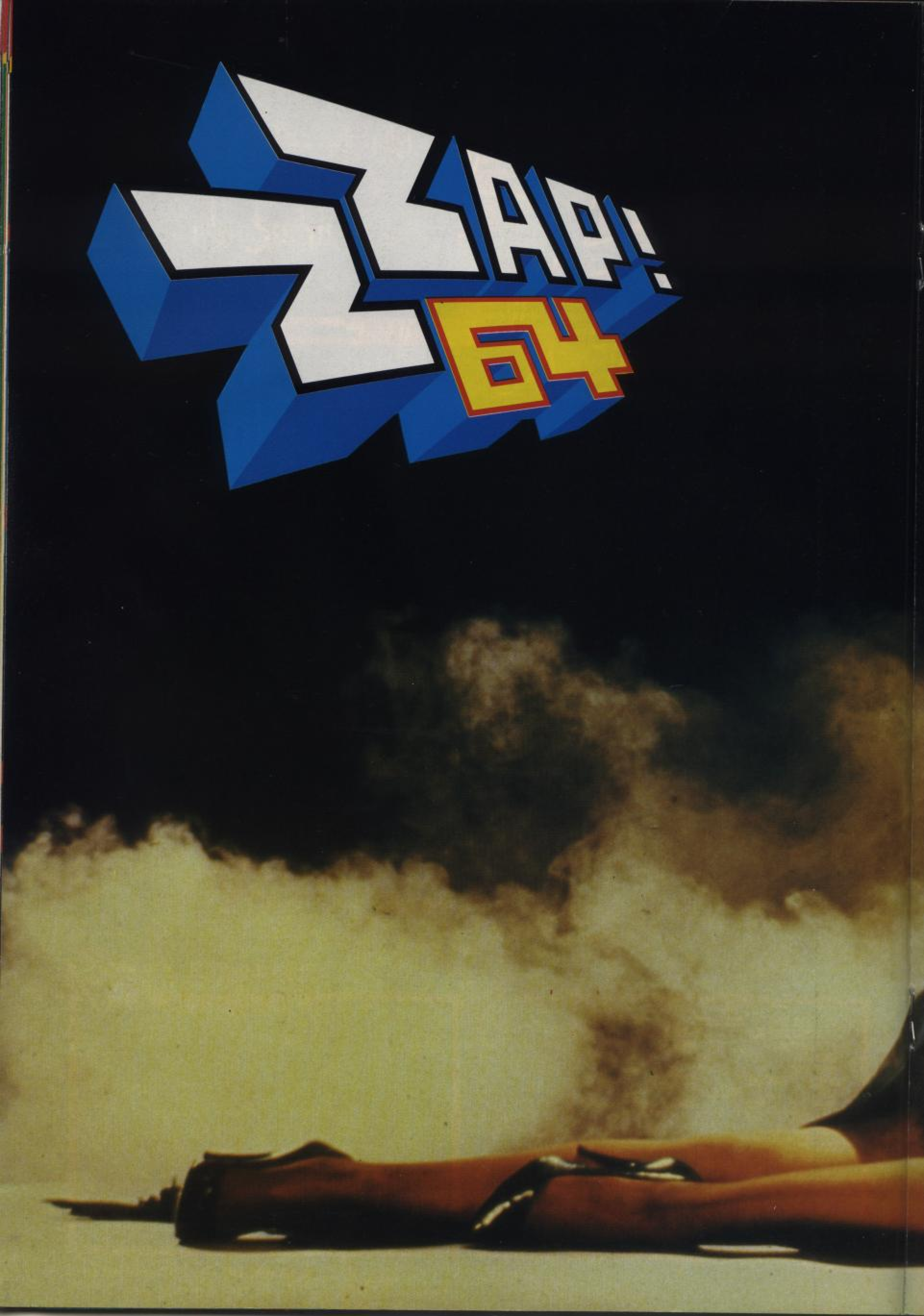
**OVERALL STRIKE! 92%**





**● With *SEUCK* even the most talent-less git can create great graphics and sizzling sound FX. Well done, Ian!**




ZZAP!
64



# Flashback!

## Old classics at pocket money prices!

**★ Another mixed bag of budget rereleases reviewed this month. Some excellent, unmissable titles and a few well below par. A low price tag doesn't always mean good value for money. We separate the good from the bad and the ugly (leave me out of this — Ian).**

### NAVY MOVES
***The Hit Squad, £3.99***

Oh deary me, looks like I've been lumbered with keeping the world free of international terrorism yet again, this time in the form of *Navy Moves* from The Hit Squad.

It seems that a bunch of Middle-Eastern extremists (I thought that was the only sort) have stolen a submarine and are now bent on certain nefarious porpoises (sorry, purposes). What these are is never quite clear but they must be pretty nefarious indeed because you are being set loose on them.



Equipped with a trusty rubber dinghy and a small gun, you set off to find the sub by jumping over mines and avoiding bad guys who have much BIGGER guns.

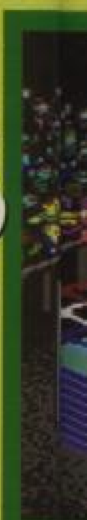
Should you manage to get through this without throwing your joystick out of a window or dancing a merry jig on the game, you're doing well!

If, and I do mean IF, you manage to get to the sub, the object is to run around shooting female terrorists, officer types and collecting extra ammo and codes to enter into terminals dotted around the place. When entered in the correct order these codes will detonate charges placed on board, destroying the submarine. End of game.

We first reviewed *Navy Moves* way back in 1989: then the graphics and sound were pretty good but there were serious doubts about the gameplay, and as a result it scored 62%.

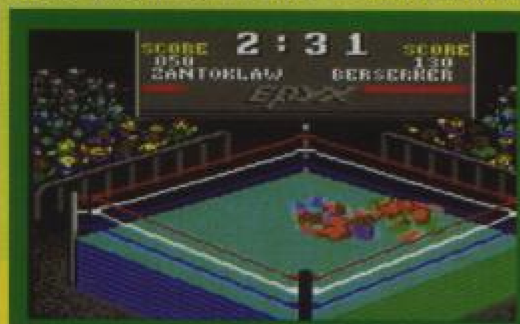
Three years on the graphics are now only average and the ridiculously hard mine-hopping section is a pain. Only buy this game if you have no more hair to pull out.

**OVERALL STRIKE! 32%**

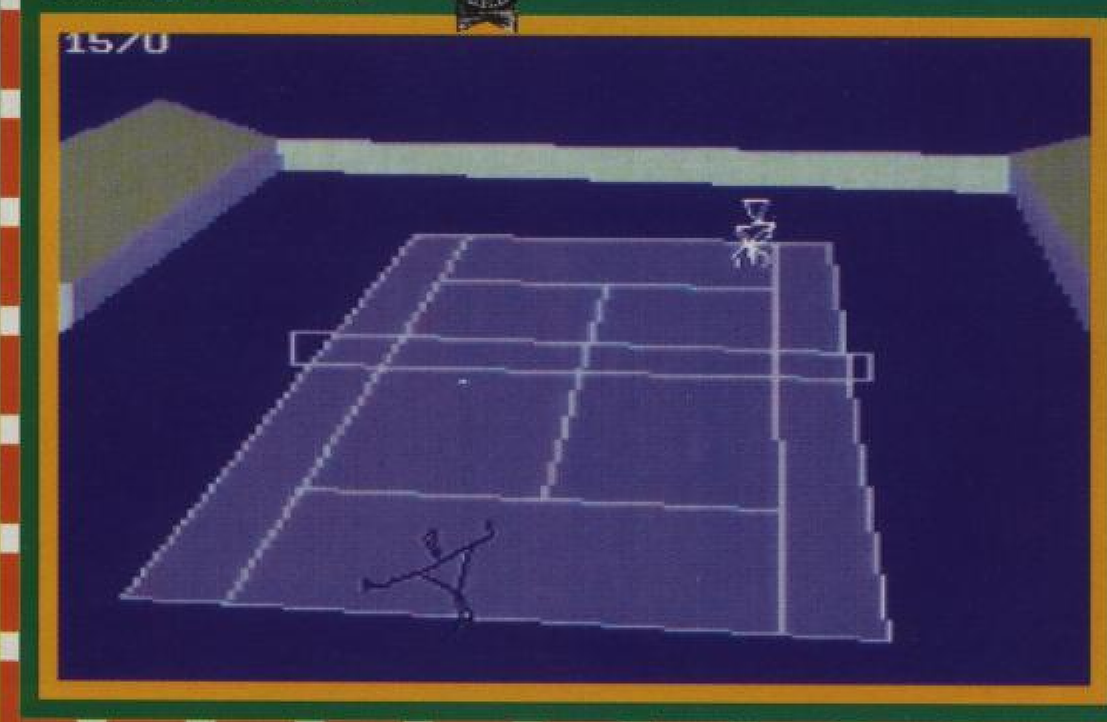


### CHAMPIONSHIP WRESTLING
***Kixx, £3.99***

This attempt at a convincing wrestling sim falls flat on its face, in a flying suplex pile-driver. In other words, it sucks a




### INTERNATIONAL 3D TENNIS
***GBH Gold, £3.99 cassette, £5.99 disk***




As far as tennis sim's go, there have been fast ones, playable ones, impossible ones and crappy ones. In fact, there have been more terrible tennis sim's than you could shake a bottle of lemon barley water at. But if you only ever buy one, *International 3D Tennis* should be it.

The wire-frame graphics and use of only three colours may look disappointingly basic at first but worry ye not, for this means loads of variations in the gameplay. Speed, versatility, depth and an enormous radish, this has got it all!

One or two-player options, four skill levels, 1, 3 or 5 set matches, with the option to play on grass, clay, cement or even carpet. There's the ability to control the level of crowd noise (phew, what a racket!), play a full season or just individual tournaments - of which there are 72, count 'em!! - to choose from, plus a save facility and in case you get bored, ten different ways to view the court... Oh, and of course an enormous radish.

Although the players look like a pair of bent coat hangers and the racquets are triangular, the animation is extremely good, being both sharp and smooth, albeit a little slow. This, however, does in no way detract from the gameplay as the extra time is needed bearing in mind the

biggie.

The game involves eight moronic sultans of slam, each coming with a whole host of pathetic wrestling moves and a couple of custom moves thrown in for good measure. Perhaps the most entertaining aspect of the game is rowdy spectators who wave bloodthirsty banners, eg 'mangle' and 'get a job'.




Choose who you want to be — from the flashy KC Colossus to the baddest of the bad, Prince Vicious. Take on all eight computer-controlled pilchards in a single elimination round, just like the Royal Rumble! Or invite up to seven friends around for a truly thrilling afternoon. What fun!

Before the action starts (yawn) there's an option to practise your chosen wrestler's special moves. With loads of different types of modes, moves, and tantrums it's all a little bewildering to say the least. But in the immortal words of Ian Osborne, 'You've got to waggle it!' The only moves worth any real points are the special move and a pindown (sounds a dubious technique to me — Ed); all the others are worth peanuts, and are really a waste of time.

Much too complicated for any real control, uninspiring graphics and mediocre sounds ensures that within a very short space of time you'll be wrestling with your C64 in an Atomic drop-kick out of the nearest window.

**OVERALL STRIKE! 42%**

## ST DRAGON

**Kixx, £3.99**

Don't worry, this has nothing to do with dodgy Atari computers, never mind the ancient Dragon 32! Mind you, this obscure coin-op conversion doesn't really breathe fire.

It's your standard horizontally scrolling shoot-'em-up with loads of swarming nasties to blast. The main novelty is that you don't control a spaceship, but instead, a dragon. Well, it's meant to be a dragon: it actually resembles a snake with its shortish tail curling as it moves around the screen. This comes in useful for deflecting bullets — you can even wrap yourself up in it for extra protection.



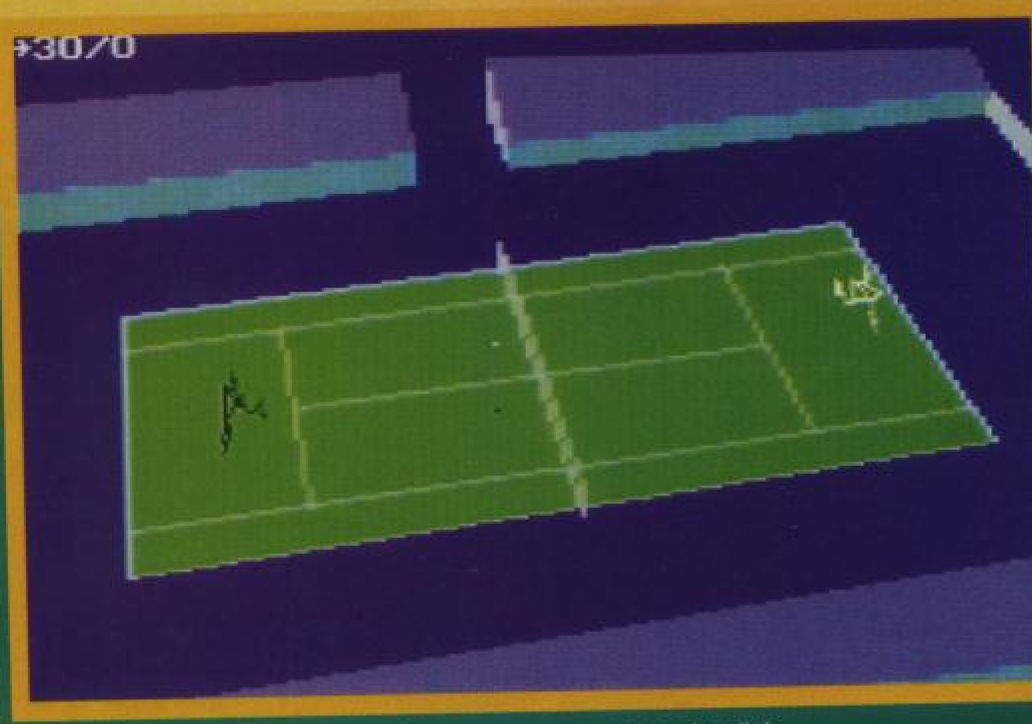
Of course, the other way of defending yourself is by spitting plasma bolts at enemies, some of which take several hits to destroy. But they're easily despatched once you've collected a few icons to arm up with superweapons like torpedoes, lasers and bouncing bombs. Then it gets a bit too easy — especially with four continue-plays to complete five multiloaded levels. The main hazard is a glitch which occasionally kills off your dragon for no reason at all.

On the positive side, there's always plenty of sprites zipping about the screen, plus some nice giant cheetahs (though sadly they don't leap, as in the coin-op) and impressive end-of-level superbaddies. The action's accompanied by a pleasant tune (which can be swapped for average FX).



Not a brilliant conversion of a not-too-brilliant coin-op, *St Dragon* was distinctly average for a full-price release. Only a year later, it's not a bad budget buy.

**OVERALL STRIKE! 68%**




vast array of shots available and the firmness of the radish.

The title tune is a neat little rendition of the Wimbledon tournament intro (or is it the *Horse Of The Year Show*?). As you progress through the different skill levels, Amateur to Ace, the more control you have over your shots... even putting spin on the ball. Top spin lobs? No probs! All are yours to command: volley, slice, smash and radish.

All in all, pretty damn good stuff (don't be shy, go and buy), the accuracy of play and the sheer depth of the game is mind-boggling. So, anyone for tennis?

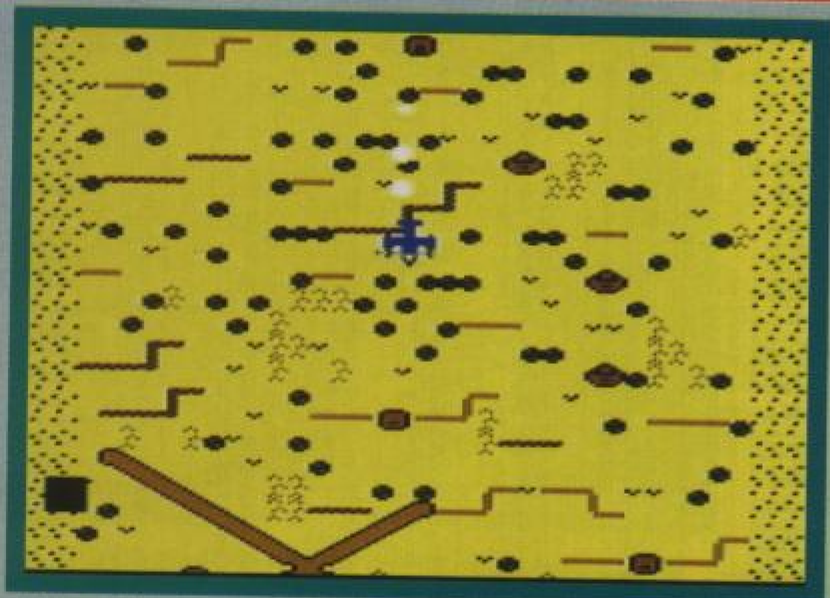
**OVERALL STRIKE! 90%**

## AIRBORNE RANGER

**Kixx, £3.99**

Marketed as the thinking man's shoot-'em-up, *Airborne Ranger* has you blasting your way through twelve difficult and dangerous missions, and you'll need brains as well as brawn if you're to survive!

You can choose which mission to attempt, or if you're really butch you can





attempt all twelve in succession, winning medals and promotions en route. Each mission presents its own challenge, but all begin with a short sub-game where you parachute into enemy territory. Careful where you land — parachuting is a dangerous pastime.

The first task you face is getting through the protection system — it's horrific. Match the badly digitised medal ribbon to its badly drawn inlay counterpart, and be careful — one mistake and it's re-load city!

Having beaten the protection, you must then contend with the multiload. Load, choose your mission, load, play the sub-game, load again, then ask yourself 'is it really worth it?'. With twelve missions laid end to end on one side of the tape you know you're sure to be in for a hard time, but it's made far worse than it need be by the on-screen prompts — they haven't been changed from the original release! When asked to 'Insert tape 2 side A', I felt like throwing the only tape I had out of the window! Also, because the instructions for the airdrop are below par, you could find yourself ploughing through it all only to be told you died on landing!

When you eventually get to play the game proper you'll find a rather groovy strategy shoot-'em-up, but by then you'll be too peed off to care. Scoring 73% in Issue 33, I can only assume they were reviewing the disk version — on tape it's a disaster!

**OVERALL STRIKE! 39%**







## LOTUS ESPRIT TURBO CHALLENGE

**GBH Gold, £3.99 cassette, £5.99 disk**

Cor, I remember this one all right, 'coz Gremlin's Ian Richardson came down to ZZAP! Towers and gave us all a ride in a real Lotus Esprit Turbo!

The game itself isn't *quite* as thrilling as bombing round Ludlow at 120mph, but it's a good conversion of the original Amiga game with plenty of speed, especially considering the split screen which offers separate 3-D views to two players.

And the brilliant two-player mode is where this racer really comes into its own. There's nothing quite so satisfying as performing a swift Mansell-style overtaking manoeuvre on your human opponent. Or deliberately slowing down so he runs into your rear bumper! This slows him down, as does contact with any of the computer cars.

There are 32 tortuous tracks packed with additional hazards like huge boulders, slippery oil spills and water pools to picnic-hamper your progress — you can't actually smash up your car. The biggest danger is running out of fuel: in longer races you need to stop in the pit lane. Refuelling takes time, so in a close race human drivers often dare each other to leave the pits early — hoping they've got just enough fuel to get round!

It's a lot of fun, and excellently presented too with control options, skill levels and track records. Graphics are excellent with fast 3-D and up to six large cars appearing at the same time in each view. There's even a choice of three rockin' tunes or sound FX to accompany the hectic race action.

With compulsive two-player gameplay and top-notch programming, *Lotus* is well worth blowing a gasket over!




**OVERALL STRIKE! 92%**

# it's Corky!

★ **The sun has got his hat on, hip hip hip hooray. Summer is on its way, as are 'Mr Hay Fever', 'Mr Sunburn' and 'Mrs spend 15 hours at Heathrow airport 'coz the Spanish air traffic controllers are on strike'. It's time to take the vile shirts and Bermuda shorts out of mothballs — no wonder people quickly don dark shades when I pass them in the street.**
**What do I have for you this month?, I hear you cry. Solutions to *Doomdark's Revenge* and *Last Ninja 2* from CRASH tipster Nick Roberts are on the menu. Along with some more *Hudson Hawk* stuff, tips on *American 3-D Pool* and anything else I can lay my hands on...a certain person upstairs preferably. (I didn't know you cared! — Art Ed).**

## LAST NINJA 2

**(The Hit Squad)**
**Oriental beat-'em-ups are two-a-penny these days, but *Last Ninja 2* is one of the best.**

### *Level 1*

Go behind the curtain and punch the box which flashed as you entered. Return to the first room and fall down the open trap door, which will put you in a room with a key in it — pick this up and leave. On the next screen leave by the bottom to find a room with a box of shurikens, take them. Go through the gap in the wall and you'll see the knife juggler; get past him and into the next room.

Throw a shuriken at the man here and pick up the map, then climb the wall bars and leave by the left of the screen. Next, jump gaps and pick up the pole, then jump back into the last room. Walk backwards onto the wall bars and you will climb back down. Leave and go back past the juggler, in the next room leave by the right-hand exit.

Go through the gap in the wall and be ready to throw a shuriken at a man. Pick up whilst in the women's toilets (you perv! — Ed), go back to the hole in the wall and leave by the top exit. Step through the gap in the wall, throw a shuriken at the man and pick up in the women's toilet again (no wonder the police are after you!). Go out and pick up at the hot dog stand. Leave by the top exit and you should be at the gate location: go to the middle of the gate while holding the key, pick up and exit by going through gate.

Jump river by using the boat as a stepping stone — this needs practice! — and leave. In the next room there are some bees, avoid these and go up the winding path. Get to the middle of the path then run and jump onto the island. Go to the bushes and poke the boat with your stick, it should move away. Then get onto the bottom edge of the island, run and jump back onto the path. Now cross the river by using the boat and leave the park to access the second level.

### *Level 2*

Leave by bottom exit and cross road when lights *aren't* flashing. Cross the road again in the next screen and run along the street for two screens. Here pick up the hamburger and go into next location to pick up the bottle.

Cross road and follow pavement around until you come to a dead end, you will see an open door, pick up while you are in this.

Now retrace your steps to the 'eats' shop and cross the road here, follow the pavement around into next screen, go around corner to leave by the bottom

## AMERICAN 3-D POOL

(Zeppelin Games)

Daniel Salter **from Rotherham has sent in these potty tips for Zeppelin's ball-bashing game (I'm talking about snooker balls, you fool).**

### *General tips*

- Don't go overboard with the power meter. Most of the time, just a tap of the fire button will be sufficient.
- Some of the easier computer opponents are unable to get out of snookers, so go for as many as possible.
- When potting balls, it's best to place the cursor a pixel or so away from the target ball (but not too far away 'coz you'll miss it).

### *Billiards*

- Try and go for loadsa cannons. You can rack up an impressive amount of points just by going for cannon shots all the time.
- If the other two balls are close together, try and keep them in this condition by playing slow cannons.
- If one ball is directly in front of your cue ball, and the other directly behind, fear not. Hit the first and screw back (fnarr, huff, hyuk) (I told you, no lecherous noises! — Ed) for the other. Voilà, another cannon.
- Avoid potting your opponent's cue ball. Once it goes down you've only got the red ball to play with. (This is your last warning — Ed.)

### *The trick shots*

Here are all nine trick shots in order:
**1.** Position the cursor between the purple and blue balls, then hit the white ball with full power.
**2.** Position the cursor directly on the brown ball, and use about three-quarter power to pot the sucker.
**3.** Position the cursor on the right-hand side of the purple ball and use half power.
**4.** Position the cursor on the right-hand side of the blue ball. Use right-hand spin on the cue ball and half power.
**5.** Position the cursor on the right side of the purple ball and hit the cue ball at half power.
**6.** Position the cursor directly on the purple ball and whack the cue ball at full power.
**7.** Dead easy this one, you can place the cursor on any of the balls and hit them as hard or soft as you like.
**8.** This is probably the hardest of the trick shots. Carefully position the cursor at the bottom of the brown ball, use topspin and hit the cue ball at full power. If this doesn't work first time, try nudging the cursor forwards a bit. It has to be a pixel-perfect shot.
**9.** Place the cursor in the middle of the top-left corner pocket, then give the white ball a good hard whack. (That's it, you're fired — Ed.)

## DOOMDARK'S REVENGE

**(Megatape 22)**
**Here are some handy *Doomdark's Revenge* tips from Robin Candy, ex-CRASH and TGM tipster.**

- Morkin can be found around the city of Imireal, which is Shareth's home, but getting to the city presents some problems because it is surrounded by the icy wastes. The only way in is via the pit of Fildrak which is in the NE corner of Icemark.
- Shareth hangs out around the city of Glireon and she can be slain in battle (sometimes independent characters do it for you). Of the five races in Icemark I find the Giants are the least reliable, and so far I've recruited about 65 characters.
- If you're feeling really naughty try loading in a saved game from *Lords Of Midnight* into *Doomdark's Revenge* to get some weird things happening.

exit. Pick up a hot dog and keep on running in the same direction, you should enter a screen with a manhole cover in it. While you are holding the object from the open door, pick up when on the manhole cover and fall down the hole to access Level 3.

### Level 3

In the first room, ignore door and leave by top exit. Go through door into next screen and stay close to the wall, leave by door. In this room pick up key and leave by door. Now stay on paving stones nearest door, run and jump the gap into next room. Be careful in this room as the hole you have to jump looks like a step upwards. Jump the hole in the next screen and fight the man, follow the pathway around the outside into the next room. In this one you'll see a grate; use key on this and walk backwards down hole.

Walk into the next location and leave by the farthest exit, walk through next screen and into the screen after it, leave by middle door. Don't use the doors here, follow the path around the side, when you reach the next set of doors use door nearest ladder. Run through next screen into one with an alligator. To get past it go to its right-hand side and when it comes out, dash behind, entering the fourth level.

### Level 4

Go through boxes at the top of screen and climb ladder on the next, returning to the first to pick up credit card. Follow the overhang part around until you see a gap, enter this and pick up chicken leg off plate. Retrace your steps to ladder and go down this backwards. Leave by top of screen and go around corner in the next: this takes you to a screen with carts in. To get past these go right to the boxes and just run across the tracks.

In the next location go around corner into a place where you'll have to jump to electric wires. Walk into the next screen, go around corner and you should be in a room with pillars in it. Jump from one pillar to another until you're on the one opposite the man, move closer to him until he bursts into action, fight him.

Once you've killed him, jump onto the rest of the pillars and into the next screen. Go around the box here and into the next location which should be inside a building. Leave by the right-hand side of the screen and you should see a panther in the corner. Hold chicken leg and go to the panther; when he raises his head, press 'pick up' and he'll start to chew.

He'll then get up and lunge at you — move away. The panther should have now moved forward so you can walk behind it into the next room. Kill the woman here and hold the credit card, go to control panel on the wall and pick up. The lift should come down, get into it. Ready for Level 5?…

### Level 5

Leave the first room and enter door in the next. In this room, pick up at the computer terminal facing forward and you should be given a number. Leave and follow the corridor around until you come to a room with two doors. Enter first door and pick up the shuriken off the table, leave and enter the second. While holding the number, pick up at the computer terminal; a door will open. Enter this and you will see a ladder in the next room; climb it and go through the door at the top.

Go through door in the next room and you should see a giant fan. This is tricky; you have to position yourself right up close to the fan so that you're not being blown away. Then move to the far end of the fan shaft and throw a shuriken; the fan will

## SPEEDB

**(Imageworks)**
**I know this game is a birrova oldie, but if you still haven't beaten it yet, here are some tips from a guy called** Brian Reid**. Thanx dude.**

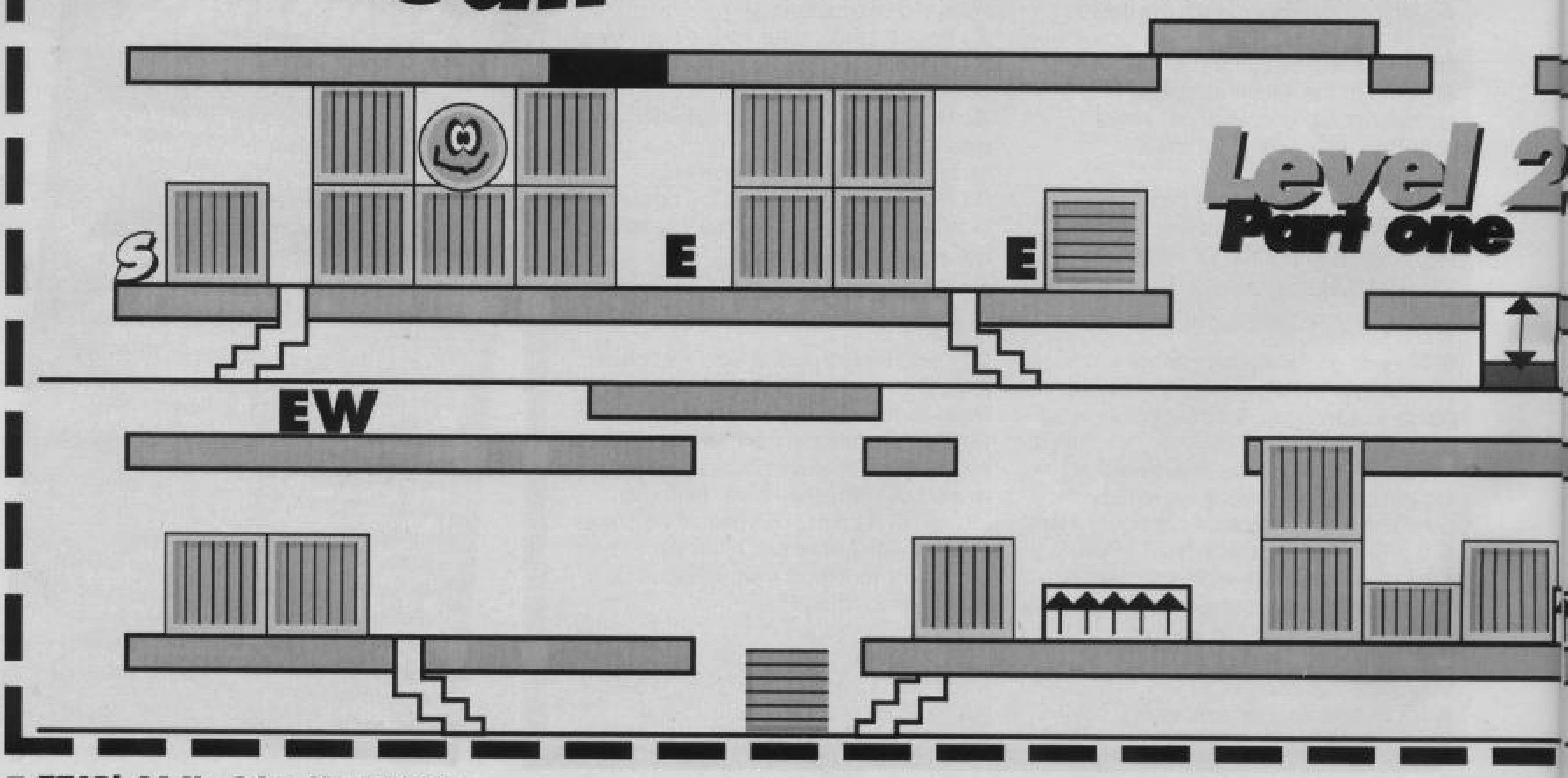
You'll need time to practise the goal-scoring technique described, and match practice is the best way to do it. Begin by training your goalie (only) to maximum in all attributes *except* aggression.

Now it's time to practise the main technique, if you can master it. At the face-off you should move your striker straight forward. As he reaches the ball, press the fire button and quickly move him diagonally down (either way) to escape his opposite number.

If your timing is good you'll be in charge of the ball; the better your centre forward is, the better your chances of winning possession.

## Hudson Hawk

● Ocean



# BALL 2

Next, move diagonally almost to the wall, then change to the opposite diagonal direction which should bring you past the defence and near the goal. Always shoot at an angle: this increases the chances of the ball entering the goalmouth.

As soon as possible, buy the best centre-forward available. This will be Norman, but if he's already been snapped up, Quiss is a good second choice. From now on don't spend any cash — you'll need every credit you can lay hands on in the First Division.

### General tips

When goalkeeping don't move around too much, usually the ball will come to you. When defending wait between the attacker and the goal: he'll generally throw the ball straight across which is easy to intercept. Don't worry about the score multiplier as it distracts you from scoring goals. And the other team are often better at changing it to their advantage.

### First Division

Eventually you'll reach the First Division, but it stands to reason that beating teams like Fatal Justice ain't easy. With all your hard earned credits buy Jams, the best centre-forward, when he shows up for transfer. But he doesn't come cheap as he costs over 1,800 credits. When you have Jams, relegate your old centre-forward to one of the wings, and buy the best team you can afford.

Eventually most of your team will be star players, but you have to beat the best teams in the First Division. However, when up against the crappier teams, ie Renegades and Steel Fury, try not only to win but win by massive amounts. The extra points awarded for goal difference should be the key to being told… "YO, YOU DID IT! YOU TOOK BRUTAL DELUXE TO THE TOP OF THE FIRST DIVISION. OUTRAGEOUS MAN, OUTRAGEOUS."

stop. Move to the grate and pick up, the grate will pull away. You'll be on a ledge: run and jump off the left-hand side of the screen onto another ledge, fight the man and then go around the corner into the next screen.

Fight the man here and climb the ladder, avoid the man in the next room and leave by the top of the screen. You'll now see a helicopter; go to very top corner of the building and move about a centimetre to the right (some good if your monitor's a different size to mine!), face the helicopter and pick up. You should now take off with the helicopter and access the sixth and final level.

### Level 6

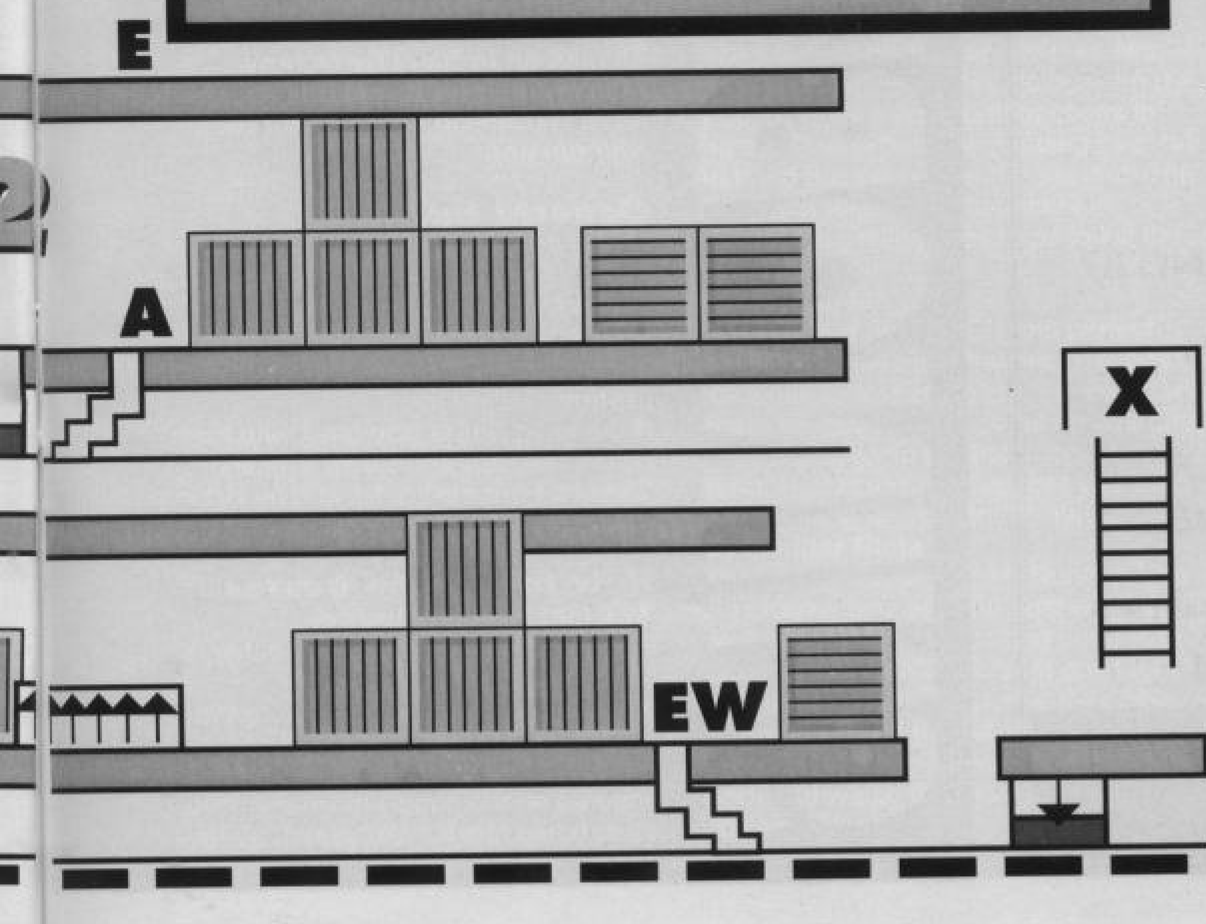
Drop off the helicopter onto the nearest pillar, then jump to the pillar which is on the slanting bit of roof. Walk left onto the walkway and walk into the next screen. Fight the man here and walk backwards into the skylight; you'll fall into the mansion. Do not use door in first room but walk into second and use door there. Pick up the object from the wall and return to the first room and use door now.

In this room you'll see a hole in the wall (this is a dumb waiter), enter the hole when you're holding the object from the other wall and you'll fall down into the kitchen. Doing it this way prevents you from setting off the alarm, which you would do if you went down the stairs. One last tip is that if you do set the alarm off, go to room next to kitchen and pick up at the control panel in the bookcase; this turns the alarm off.

In the hallway at the bottom of the steps look carefully behind the plant, go through the door there and get through the barriers into the steam room. Open the second door last and the steam will move so you can get past. Walk through next room and into the room with a giant star on the floor. Pick up at the picture to reveal a wall safe. Pick up and you'll have to enter a code. This is the code from the terminal in Level 5: the orb will now be revealed.

And that's it! You're going to have to work out how to beat Kunitoki yourselves.

**★ 'Would you like to swing on a star, carry moonbeams home in a jar'? Many people panned the Hudson Hawk movie, but I liked it. Okay, okay so I liked Andie MacDowell rather than the film. Thanks to** David Pitchforth **from Liverpool for the full set of maps. I've only the space for this part of level two but more next issue! It's a promise. I know, I've said that before but this is gospel, the truth and even honest. You can't say fairer than that can you? (Yes, I can,** 'fairer than that' **— Fatso King the sausage fan!)**




## KEY

- S — START
- X — EXIT
- E — ENEMY
- EW — ENEMY WITH WEAPON
- MOVEABLE CRATE
- IMMOVABLE CRATE
- COIN
- LIFT
- STAIRS

# VENDETTA

(Kixx)

**As this most unheinous game is being rereleased, it's time to dust off the old *Vendetta* tips that appeared in Issue 64.**

### Vengeful Vendetta tips

The best weapons are, of course, the guns, but keep a sharp eye on ammo levels. There's plenty of extra ammo about but it can be used up very quickly if you get into a fire fight. Avoid using grenades — they take too long to achieve results and lack a heavy destruction capability. Ignore the timer as the map and tips should get you through each level with plenty of time left.

### Vendetta cheat

To skip any level you can't complete (ie levels one and three — the rest are easy) just press your hand (best to use both hands) over the middle section of the keyboard, including the space-bar. Keep trying until the screen goes black: when this happens the next level loads in with all the items from that load collected. This works right through to the end-game sequence. Brilliant! If you're having problems with a level and are about to die, or have just died, then press RESTORE to try the level again.

### Level 1 — The Dockland Warehouse

On the first level you're given a fairly easy ride with all objects in each screen highlighted by a flashing cross on their position. As soon as you start, select the knife and kill the guard on the first screen. Then go to the flashing cross and pick up the wire cutters, then kick in the nearest door and enter the room full of guns. Again kill the guard with the knife, then go to the flashing cross and grab the grenades (you can collect three in all).

Now go to the next cross that flashed and grab the Kalashnikov, and finally head to the third flashing point and get the ammo (ya can't use the gun without it). Leave the room and kill the fella with your newly acquired weapon, then go to the next screen and kill the gun-toting thug. Kill the next terrorist, then switch to bare hands and climb up the ladder. Kick in the door (change to gun before entering) and turn the terrorist inside the room into a lead-riddled pincushion. Switch back to fists to grab the red video tape, the map and the floppy disk.

Go through the next door with gun in hand and waste the resident terrorist, then pick up the blue video tape (no comment). Now grab the computer code book and activate it with your camera, go to the computer and the computer code will appear. Now activate the floppy disk on the computer and enter the code to receive the F-40 weapons-arming card.

Go to the next room and kill the occupant, now pick up the Uzi (I'll be back). Leg it to the next room and kill the terrorist, get the Uzi ammo and the car keys. Go to the VCR and enter each video tape in turn (the false tape will show the System 3 logo, the real 'un will show the kidnapping and thus act as evidence for the rozzers). Enter the next room and kill the mad mullah, then pick up the necklace by the mattress. Now return the way you came, killing all in your path (and topping up ammo as needed).

Once outside the warehouse, climb down the ladder (swapping to gun as you go), kill the terrorist and enter the final screen where the F-40 awaits. As soon as you enter this screen, head as fast as you can for the final guardian and splatter him (not an easy task). Rest for a short while to regain lost energy and pick up the body armour. To finish the level, go up to the F-40 and stand just behind the door, now turn to face the car and press fire. If you've followed the instructions the car door will spring open and you'll be roaring off to the first driving section.

### Level 3 — The Army Barracks

Here you don't get the flashing crosses to locate objects. Follow the instructions and the map to find them. Straight away choose either the AK-47 or Uzi and blast the terrorist hanging around at the top of the screen. Change to fist and kick in the door. Kill the terrorist inside in the usual brutal and bloody manner and go to the desk with the computer on it and get the ransom note.

Go to the table with the chair by it and get the handbag, then go to the filing cabinet and get the map. Draw your gun and leave the room (and kill another terrorist). Enter the next screen and run straight for the occupant and shoot him before he returns the compliment (the body armour comes in in real handy here). Rest



# SHINOBI

(Tronix)

**Thanks go to** Barry Byrne **(any relation to John Byrne, the Marvel artist?) from Co Limerick for these *Shinobi* tips.**

### General tips

- Use your Ninja magic on every level (save it for the boss); it's replenished at the start of every new level.
- Watch out for the skeletons; these bags of bones are very tricky to destroy.
- Jumping Ninjas (the ones who flash before leaping) and sword-wielding Samurais are best dealt with by kicking them.

### How to kill the bosses

**1. Giant Fireball Thrower**

Be careful — this guy can be either a pain in the bum or a pushover depending on your technique (raised eyebrows ahoy). Bang the old space bar (look, I'm just typing it in as it appears on the paper) to weaken him. You should aim for his helmet: when

to recover energy immediately after the shootout, but ignore the door on this screen as there is nothing behind it.

On the next screen there's a terrorist in a sandbagged trench. To get rid of him stand next to the wall so that you have one foot out of the shadow, then lob a grenade into the trench. This should kill the bleeder, but if all else fails charge in with all guns blazing. Have a break to recover energy and pick up some ammo if necessary from behind the white barrel, then head for the next screen. Kill the git by the tank (go up the ladder to get ammo if needed), go past the tank and up through the boxes to the next screen.

Kill the terrorist and collect the extra body armour from near the boxes. Go through the door to to pick up extra ammo, and then head up the path to the next screen. Waste the dude there and enter the bunker: by the mattress are the shoes belonging to the kidnapped girl so pick 'em up as evidence. Now leave the bunker and bump off the terrorist and head off down the path past the wire fence. You'll now reappear by the F-40, so kill the guy there and stand next to the car (behind the fence). By pressing the fire button you'll leap into the Ferrari and enter the second driving section.

### *Level 5 — The Airport*

You'll be pleased to know that the flashing crosses have reappeared for this level, so follow these and you'll be okay. Even though you're nearing the end, things do get a little easier. But time is rapidly running out and there's a nasty surprise at the end of this level. Select a gun and blow away the terrorist, now kick down the door and reselect the gun (guess what you have to do with it). Go to the filing cabinet behind the door and pick up the disguise (all the guards will now ignore you). Pick up the body armour if needed, now go back out of the room and run through the black door into the hangar.

Go through the first room (killing the terrorist in the process), then do the same in the next room (there's ammo behind the boxes if needed). Then through the third room, you'll come to a yard with one man and a windsock in the corner. The next screen is the aircraft where the daughter is being held hostage. Blast the guard and go up the ladder, shoot straight away once inside the plane 'coz the disguise will soon be wearing off. Go through the plane shooting the guards and you should eventually come to the cockpit. Blast the final terrorist and pick up the map in the corner, now activate the wire cutters and pick up the bomb next to the girl. Clip the wires in the following order — Middle (red), Left (yellow) and then Right (blue). You've now rescued the girl: stand up and you'll automatically go to the final driving scene.

### *Level 7 — Central Park*

The final level and strangely things are getting very easy indeed with all of five screens between you and the end. Select a gun and waste the guy on the pavement. Now go through the gates and follow the screens right to the end, wasting **EVERY** terrorist you meet. When all are dead return to the statue where you'll see your brother, the Professor. Crouch down next to his head and pick him up: the Prof will now stand up and give you a briefcase. Well done, you've completed the game.

## IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER

**(Tronix)**

**Great to see games like *Ivan 'Iron Man' Stewart's Super Off-Road Racer* out on budget, isn't it? We're so pleased here at ZZAP! Towers, we've decided to print some tips to go with it. Over to you,** Andrew 'Pit Stop' Simpson**...**

- If you're winning the race by miles (you wish!), wait a while on the finish line before crossing. You might get a crappy lap time, but it'll fool the computer into thinking you're worse than you actually are. This will slow down the rate of improvement of the computer vehicles.
- In the pit shop, start with SHOCKS and TYRES, upgrading till half to three-quarters full. After that, save up until you can afford lots of extra speeds and nitros.
- Use the nitros to get ahead of the pack. Only do it on a long straight when there's nothing in front of you.
- If you get jammed with another car, use a nitro. You'll probably go flying backwards, but at least you'll be free.
- On the second race, at the top of the circuit, position your car in the middle of the two barriers and hit the gas (not nitro). Don't turn, as you'll always hit the barriers and they turn you round.
- On the first figure of eight, if you have any nitros left give it a blast to get you over the water, but beware of the barriers on the other side.
- On the track with a rather high corner, always jump off that corner using a nitro. Whichever way you're going, this is useful for overtaking people as you jump. Sometimes when you land on other cars they slow down or fly back.
- Short cuts are invariably a waste of time as they're too narrow to allow for a margin of error. Unless you're lined up dead accurately it's best to go round the long way.

you've hit him enough he'll flash white and pause before throwing another fireball. The best tactic is to go just in front of his arm and, once the fireball has passed you, jump up and go in for the kill.

**2. Helicopter**

This guy is piddle easy to kill, its vulnerable part is the glass bit below the cockpit. Dispose of the Samurais as they jump out and jump over the bullets. Use the Ninja magic early on, unless you want to miss the very pretty death sequence.

**3. Idols and face**

Don't panic 'coz there are 20 of the little swines and only one of you. It is vitally important to use the magic straightaway, mainly 'coz there's a scrolling line that creeps up behind and kills you. All 20 idols are despatched by standing against the nearest one and whacking the fire button continuously. When all the idols are dead, walk right until you meet up with the face.

DON'T walk off the side of the screen 'coz this sometimes activates a bug: when you walk back on screen the face's bullets disappear. He fires two types of bullet — the first rolls along the ground, while the second bounces in the air. Dodge them by jumping over the first and ducking under the second. The pattern of rollers and bouncers is constant, so follow these tips to kill the face.

**4. Mad Ninja**

This guy is a tough SOB and perfect timing is needed to whup his ass (boy). His weak spot is (surprise, sur-bleedin'-prise) his noddle box, so as he charges toward you, jump up and shoot at his head. Practice is needed, but you soon get the hang of it (as they say).

**5. Madder Ninja**

Yep, this is the biggie, Mr Numero Uno big cheese himself. The best way to deal with this very imposing dude is to kick him where it hurts. Just don't let him jump on you, otherwise they'll be scraping you off the pavement with a putty knife. When ol' fatty's dead just sit back and watch the most triumphant outro sequence.

**Th-th-that's all for this month folks, I'd like to take this opportunity to officially welcome the new ZZAP! editor Steve 'Milky, Milky' Shields into the fold (he doesn't know what he's let himself in for). Lucy has moved into a small office of her own; we padded the walls with old polystyrene egg cartons and she seems quite happy in there. That's probably because of the amazing acoustics: she can shout at anyone in the main part of the office and still break a few panes of glass. My thanks go once again to Nick Roberts for the *Doomdark's Revenge* and *Last Ninja 2* solutions — if they don't work, blame him (as always!).**
**The tips from you, my beloved readers, are still only trickling in. With the loss of Waz P's contributions, bringing you this months tips section was a tough task. But in true fearless journalistic style, I managed to pull the proverbial rabbit out of the hat. But as from next month I'll be including some screenshot maps and various other goodies from yours truly and the ZZAP! team, I'll teach you to fail me, you cruel swines. So until She-Hulk lands a job as the Jolly Green Giant, make mine Marvel.**

ZAP! 64

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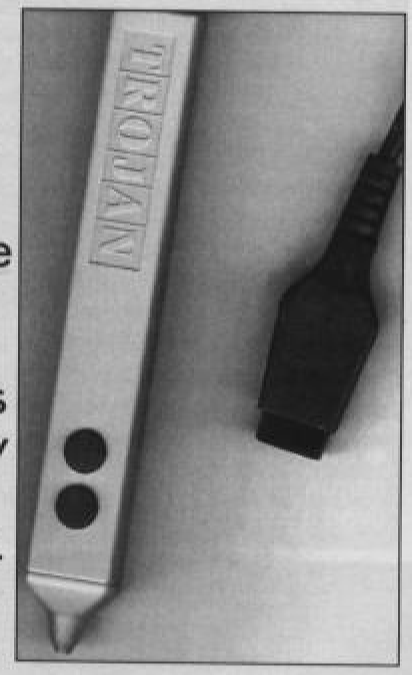

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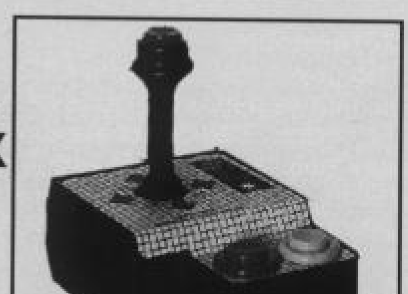
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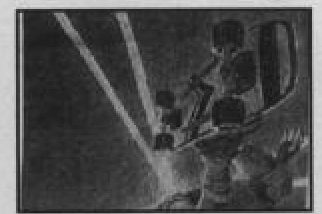
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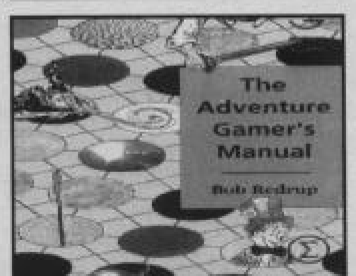


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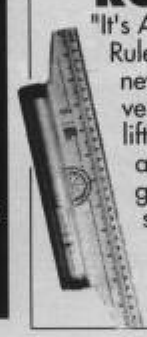

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Yep, it sure sounds good to me, just like 'Mistletoe And Whine'. Congratulations, you've just made a very good decision! Unlike Carrie — she doesn't live here any more.



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# Mega Mi[x]

## 4 Most Fight & [...]

**Unless your name's Onassis or Getty, it's impossible to collect every single C64 game that's released. You're bound to miss quite a few great games due to fiscal restraints (ie paltry pocket money). The good news is that compilations are getting better all the time with more and newer games, or even four games for under four quid!**

A ghost with a 9mm Uzi? Looks like it's time to hide behind the sofa!

### Who Dares Wins II

● Released at the time when *Commando*-type games were all the rage, *Who Dares Wins II* drops the player right in the proverbial excrement. The powers that be have decided against sending a large strike force into the enemy eld territory — one man will (they reckon) stand a better chance. So with a gun and five grenades in hand, the player has to save




## Multimixx 5

SIZZLER

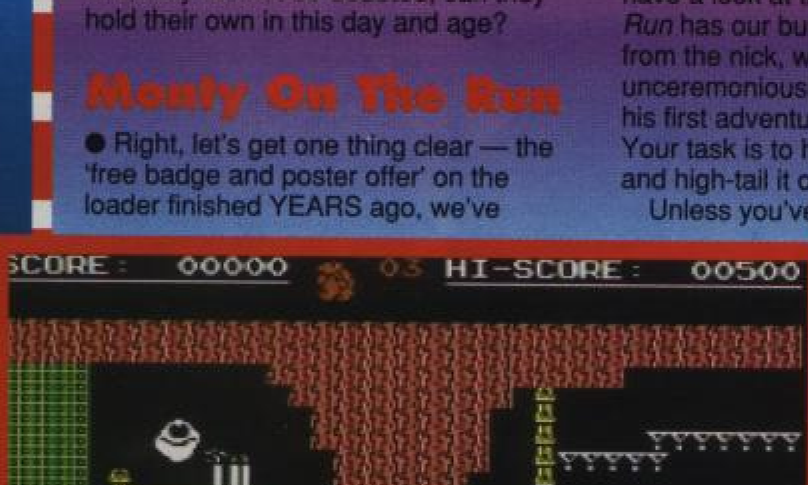
Sigh — who could forget Monty Mole? The original C64 hero and star of five corking collect-'em-ups, ol' Monty has in his time spawned countless clones, Jack the Nipper being one of the best. While their place in history cannot be doubted, can they hold their own in this day and age?

### Monty On The Run

● Right, let's get one thing clear — the 'free badge and poster offer' on the loader finished YEARS ago, we've none left, they're all gone, we've run out completely, OKAY? Why Kixx insisted on retaining the original loading screen is beyond me, but don't send a SAE to us as it suggests — you'll only be disappointed.

Now we've got that sorted out, let's have a look at the game. *Monty On The Run* has our burrowing buddy escape from the nick, where he was unceremoniously deposited at the end of his first adventure, *Wanted: Monty Mole*. Your task is to help him do a Ronny Biggs and high-tail it out of the country.

Unless you've just spent a long spell in the clink yourself, you'll know exactly what to expect from a Monty game. Colourful, exciting platform action with oodles of humour! Scoring 90% way back in Issue 6, it doesn't look as innovative in this day and age, but then it doesn't cost the best part of eight quid either! A classic from the heyday of 8-bit computing that hasn't really dated since then.

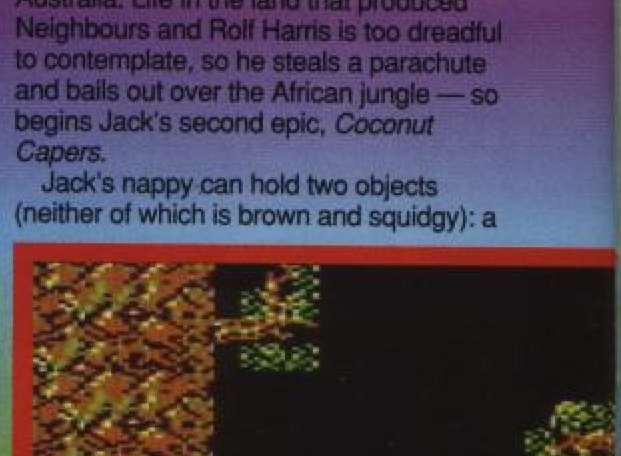



**90%**

### Jack The Nipper II — Coconut Capers

● Following his mischievous misdeeds in his last adventure, Britain's most terrible toddler is put on a plane and deported to Australia. Life in the land that produced Neighbours and Rolf Harris is too dreadful to contemplate, so he steals a parachute and bails out over the African jungle — so begins Jack's second epic, *Coconut Capers*.

Jack's nappy can hold two objects (neither of which is brown and squidgy): a



x! Fright

his pals from the enemy firing squad.

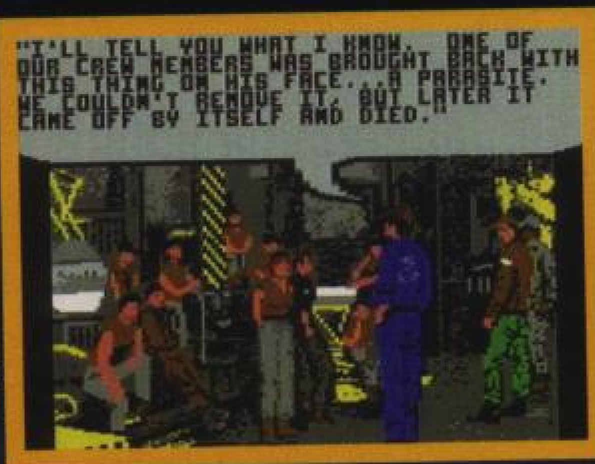
When *Who Dares Wins II* was first reviewed way back in issue eight, it earned a natty 90%. But 76 issues later it's back to haunt us. Don't get me wrong, it isn't dire, it just hasn't weathered the years too well. The sprites are small and blocky, but very colourful. Blast-'em-up freaks will no doubt have a field day, 'coz it's still very playable.

**78%**

## Aliens

● In space no one can hear you play your Des O' Connor records (thank gawd). But out in space (he waves finger vaguely skywards) also lives a band of acid-blooded, human-hating, chest-bursting aliens.

In the movie Alien one such nightmare creature ripped the doggy doos out of the spaceship Nostromo, and killed all but one member of the crew. Warrant Officer Ellen Ripley survived, and now 57 years after the awful event she's back on LV-426.




But the planet is now known as Acheron and the colony that settled there hasn't been heard from. So a squad of hard-ass colonial Marines are sent in, with Ripley as 'technical adviser'. And up against them are THE Aliens, merciless killers who'll tear the crap out of anything.

Even though this game is graphically very good (especially the briefing screens), it's too darn tough. I defy anyone to complete the dropship scene in their first few goes. Frustration is a swift and deadly opponent. A pity 'coz this game could have been a winner.

**60%**



weapon for blowing away the various jungle creatures that seem to take exception to your uninvited presence (no Tarzan-like kinship here), and a 'naughty' object with which you carry out your various atrocities.

Although the game is now three years old, its' polished production means the game's dated very little. It runs quickly, collision detection is spot-on, and a well-planned layout makes it a must for mappers.

**80%**




## Auf Wiedersehen Monty

● After his altercations with the miners and the prison authorities, Monty feels he needs a holiday. Never one to do things by halves, he decides to buy a Greek island. But first he needs the money!

*Auf Wiedersehen Monty* is a vertically scrolling shoot-'em-up with... oh all right, it's another platforms-and-ladders collect-'em-up with a few puzzles thrown in for good measure. Monty must explore the underground caverns, collecting money and objects as he goes, while looking out for the weird and indescribable baddies that stand in his way. We're not told where these caverns are, which is a pity — if I knew where I could find bundles of loot lying around in heaps I'd tell Steve what I REALLY think of him and high-tail it over there!

As with all Monty games the layout is superb — you have to keep playing to get just one screen further than last time. I especially liked the way score-ups and money icons are picked up automatically on contact. On the minus side some of the problems are a little obscure, and maybe the difficulty level is set just a tad too high.

**79%**

### Recommendation

*Multimixx 5* is more than just a games compilation, it's a slice of C64 history. With too many software houses serving up clones of copies with a new film/TV/celebrity licence tagged on for good measure, it's great to remember what real home computer releases should be like. If you haven't got any of these games already, *Multimixx 5* is an essential purchase.

**Ian! 90%**

## Fallen Angel

● No, this game isn't anything to do with the crusty old TV show Highway To Heaven, but is yer common or garden beat-'em-up.

You play a vigilante out for revenge on the drug pushers who caused your brother's death. Known only as the Fallen Angel, our hero has discovered that the international drugs ring is using the subway systems of major cities as distribution points. So with your martial-arts skills you set about avenging your brother's demise.

The game starts on the London Underground, although the thugs waiting on the platform ain't there to welcome you. If you get through that, you board a train and carry on the fight for survival. Until you reach the ring leader, and with his death you move to the next station.

Beat-'em-up games have been around for donkey's years. Frankly I'm teed off with this game type, and *Fallen Angel* isn't a very good example. It's programmed well enough, but the content is soooo boring.

**55%**




## Frightmare

● And finally we have *Frightmare*, a jolly little jaunt into the land of dreams (don't you mean nightmares? — Ed). Okay, nightmares then. I can't tell the difference these days. You enter the mind of a tormented soul who must escape back to the real world before 8.12 am.




This is achieved by exploration; six minutes are added to the clock with each new location. But there's a secondary objective: as you kill evil creatures and pick up and use objects your dream state increases.

Even though the graphics are good, *Frightmare* is a birrova turkey. Its simple collecting theme and frustrating gameplay let it down very badly. No wonder it only got 33% when first reviewed.

**30%**

### Recommendation

Nothing brilliant on offer here, but reasonable value for the four-quid price tag.

**Corky! 60%**

# Hit Pack #1

They say variety is the spice of life — or at least an excuse for throwing four unconnected games onto a budget compilation!

## Kenny Dalglish Football Manager

● This one achieved the impossible and actually made me WANT to play on!

Controlled using a crystal-clear icon system, *Kenny Dalglish* boasts one of the fastest running speeds I've ever seen. The static graphics are ace, and the animated goal-mouth action is a real treat for the eyes (Not to my eyes, matey - Ed). Okay, so the routines get a little repetitive after a while, but you can always turn them off!

*Kenny Dalglish Soccer Manager* is everything you could wish for in a management sim. If you're like me and hate the genre, you could do a lot worse than give it a go — if this one doesn't grab you, nothing will.

**93%**

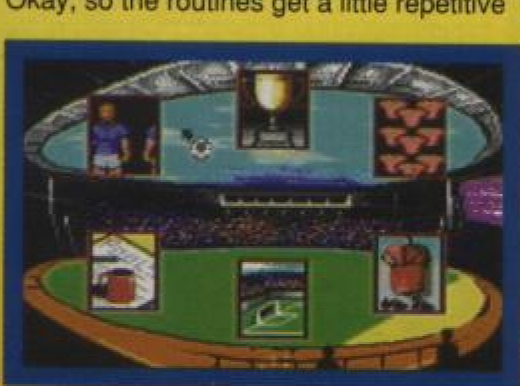
## Rally Simulator

● Ever entered your battered old Skoda in a Formula One Grand Prix? *Rally Simulator* is an excellent simulation of what would happen if you did! As soon as the light turns to green the computer-controlled cars leave you eating their exhaust fumes, and you've precious little chance of catching up again!

It wouldn't be so bad if this was the game's only fault — but it isn't, by a long chalk! The graphics are shoddy, the control dodgy, and the on-track arrows are as confusing as hell. To cap it all, if you drive into a computer car, you bounce back. If they drive into you, they just go straight through as if you weren't there! This game is just the pits, 'nuff said?

**35%**







## Mountain Bike Racer

● Hmmm, not bad… nothing outstanding, but by no means a disaster.
It takes a while to work out what you're meant to be doing, (the instructions are no use at all), but polished graphics and animation, accurate control, and a well-thought-out skills curve make it very playable. It might get a bit repetitive after an hour or so, but it's fun while it lasts.

**60%**

# Power Hits Volume One

There are 10… yes TEN games in the latest Activision compilation. 'But are they any cop?', I hear you cry…

## Rampage

● Up to two people have a choice of three monstrous characters: Ralph The Wolfman, George The Gorilla or Lisa The Lizard.

Great fun is to be had by all as you rampage (hence the title) through many American cities mangling, maiming and generally having a good time. Of course there are killjoys out to stop you, but you can deal with them very easily . A crusty but most excellent game, *Rampage* is a brill bash-'em-up.

**80%**



## BattleTech

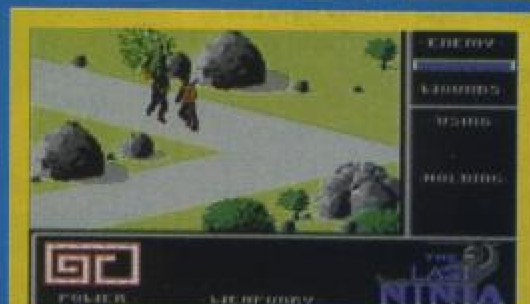
● *BattleTech* is a complex game that's impossible to describe in a couple of paragraphs. It's pretty good if you're an RPG buff, though the main bugbear is the multiload. Every single event is preceded by a lengthy whirring of the disk drive, highly annoying. A nice idea that failed somewhere between drawing-board and computer screen.

**58%**



## Last Ninja

● When Shogun Kunitoki does something, he means business. Take the time a bunch of naughty Ninja's teed him off, for example. He didn't just write a nasty letter, he destroyed the whole Clan! Or so he thought… there is one survivor; a young Mystic Shadow Warrior who swears revenge on Kunitoki. They're stationed on the island of Lin Fen, so pick up your sword and kick ass. Here it is, the game that started the isometric 3-D craze is still as good now as on its first appearance five years ago. The trilogy of *Last Ninja* games are an arcade adventure fan's dream come true, this is no exception.



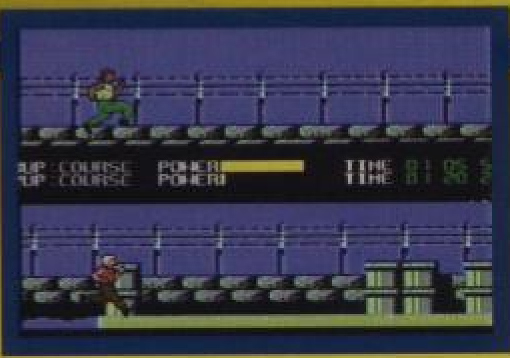
**90%**

## Star Rank Boxing II

● In *Star Rank Boxing II* you play the part of both manager and boxer. In manager mode you choose and train a boxer, while in fighter mode you pummel either a human or computer opponent into the canvass.

The aim of the game (as if you didn't know) is to either outscore your adversary or simply punch his lights out. Each round is three minutes long (accelerated game time), and as the punches connect each boxer's energy drops like a stone. Three judges award marks (often dubious) to both boxers after every round.

This isn't the worst boxing game I've seen, but it's not a shining example



## Para Assault Course

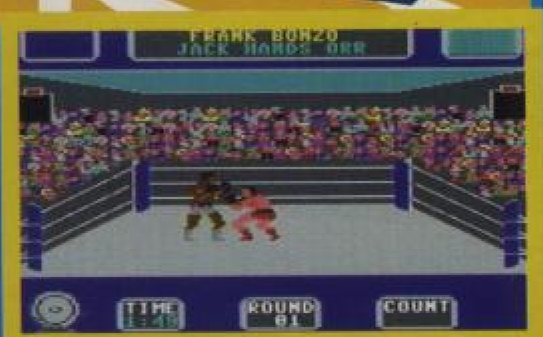
● Spanky graphics and a comprehensive options screen aren't enough to save *Para Assault Course* — if you've seen one waggler you've seen them all!

Until you get the hang of it, the game is irritatingly difficult. The time limit is generous, but with such unforgiving obstacles it has to be! Also, half way through each course there's an obstacle that ends the game if not completed first time, but by the time you get there your waggling arm is so tired you come a cropper anyway! There's a game in there somewhere, but fishing it out really isn't worth the effort. **50%**

## Recommendation

I never thought I'd see a compilation that sold on a management sim! If you haven't got *Kenny Dalglish, Hit Pack #1* is a worthy purchase. If you have, don't bother.

**Ian! 78%**



either. The main moan is the size and shape of the boxers (pygmy hippos ahoy) **47%**

## Fighter Bomber

● If you've ever fancied yerself as a Biggles type then *Fighter Bomber* is the game for you. After choosing a plane for yourself and your computer-controlled opponent, a range of missions appear, so choose one and prepare to go up.

Hang on, you haven't grabbed your ordnance yet, but there's a wide range of large and lethal weaponry to choose from. Although the game is graphically good, the gameplay lets it down. The first mission is both difficult and deadly dull; I normally like flight sims but this one sent me to sleep. **59%**





## Die Hard

● Based on one of my favourite movies, *Die Hard* plonks the player in the shoes of John McClane, an off-duty policeman who's in a lot of trouble. The new high-rise HQ of the Nakitomi Corporation has been taken over by a bunch of terrorists. With his sharp wits and a variety of collectable objects, McClane is gunning for the bad guys.

As he explores the 40 floors, he collects the bits and bobs needed to release the hostages (among them his missus), and knock off the terrorists. The Bruce Willis sprite is a fat git (very lifelike then? — Ed) and the locations look very samey. Despite that, it's a playable collect and beat-'em-up, and the price is right this time around. **67%**

## Shanghai

● *Shanghai* is (apparently) based on an old Chinese game called mah-jongg, and consists of 144 tiles split into 108 suit tiles, 12 Dragon tiles, 16 Wind, four Seasons and four Flowers.

The tiles are set out in the 'Dragon formation', and the rules are simple. Just remove two identical tiles from the pile at a time, but they must be 'free' (ie be bordered by tiles on one side only). Okay, it takes a bit to understand the set of rules but it's well rewarded. **80%**





## Ghostbusters II

● Vigo The Carpathian is the evil spirit causing havoc here, He's trying to return to the land of the living., and if he isn't stopped before New Year some not-very-nice things will happen.

The game is split into three sections and follows the movie plot fairly closely.

although the film is a laff the game is pretty crud. **35%**



## Gee Bee Air Rally

● Inspired by the air-race epics held in the 1930s, *Gee Bee Air Rally* plonks you in the cockpit of a 250mph aircraft. The task at hand is to race round the 16 courses and win as many trophies as possible. There are computer controlled opponents out for your blood, though, and even if collision with them isn't fatal (you wear a parachute) you do waste precious time.

*Gee Bee Air Rally* is initially very playable. The fast 3-D sprites are large and neatly animated, though the sound is limited. The main drawback is the samey-looking courses. Sadly interest soon wanes and the game is put onto a shelf. **60%**



## Grave Yardage

● This is a cross between the Addams Family and the Monday night game. The rules are simple: grab the ball and mash, mangle and maim the opposition. But the game starts with the obligatory option screens, and I must say that half the fun is choosing our own players, building a pitch and changing the rule book.

The pitch changing is especially fun if against a friend: add a few landmines and don't tell your opponent where they are (har, har). Fans of gridiron football are well-catered-for and this is definitely for the sick-minded among you. **78%**

## Recommendation

Most of the titles here are average to good — *Last Ninja* is the only real blockbuster. If this were a tape compilation, I'd advise you to go out and buy the best games individually on budget. However, ten generally good games on one disk ain't bad value for under twenty quid.

**Corky! 78%**

# Whiplash Scores
## (Who could resist her?)



**Before anything else, I must award a gold star to Barry Shiel of County Cork in Ireland, and Dylan McCoy of Lincoln, for sending photos of themselves. As for the rest of you, what happened? Are you all so hideously ugly your cameras kept breaking? How can I whip, chain and torture you unless I can see you? What I can see is I'm going to have to play dirty. Yep, the ultimate threat: a full-frontal nudie pic of Ian Osborne! If I can find anyone brave enough to take the picture!**
**So send those high scores with PHOTO in INSTANTLY to: WHIPLASH SCORES, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW.**

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**TURTLES 2 — THE COIN-OP (Imageworks)**
58,610 Patrick Walsh, Formby, Merseyside
2,808 (Completed) Bart Hendrix, Ke Horst, Netherlands
1,064 Jon Deas, Harpenden, Herts

**VENDETTA (System 3)**
(Time Left)
43:21 Danny G, Dalton-In-Furness, Cumbria
41:50 Punty, Norwich
41:21 John de Vugt, Roosendaal, Holland

**WELLTRIS (Infogrames)**
10,144 (89 lines) Jan Kees Van Nek, Zaandam, Holland
6,142 (64 lines) Victor van Vlaardingen, Rotterdam, Holland
5,956 (61 lines) Daniel Johansson, Sjuntorp, Sweden

**ZYBEX (Megatape 15)**
90,950 Michael Garnett, Hatfield, Herts
74,810 Kev Charlesworth, Hailsham, E Sussex
40,390 Adrian Spink, Temple Ewell, Kent

# Bonanza

**• US Gold, £11.99 cassette, £15.99 disk**

**'But would you like to swing on a star, carry moonbeams home in a jar?' Hudson Hawk can't be the only singing tea leaf around, so MARK 'FRANK SINATRA' CASWELL donned a black balaclava (after tripping over a couple of times he turned it round the right way) and joined in the fun. SWAG bags ahoy methinks.**




**• Level Two and the Bonanza Brothers are hard at it: Mobo's doing the soft shoe shuffle atop a desk (top) while Robo's just trounced a guard (below)**

Rats, I killed off the 'Bonanza' gag in the issue 82 preview. It wasn't very funny anyway (is anything I write funny? DON'T answer that, you bar stewards). S'pose I'd better race straight into the game then: Mobo and Robo are two catburglers (don't tell Mrs Slocombe about it) who are out on the job (if you knoworrimean). Y'see they were putting their feet up and watching TV one night (as ya do), when the picture faded to reveal a dark and mysterious figure (*phrrt*) who promptly told the daring duo of his plan (after they had reappeared from the behind the sofa).

## X-MEN™ ASSEMBLE

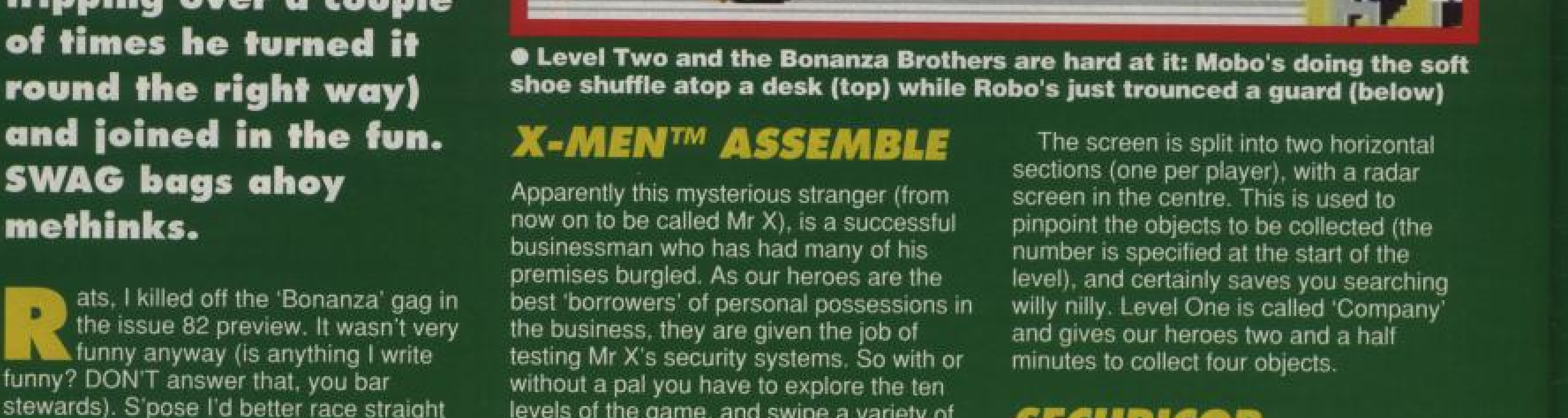
Apparently this mysterious stranger (from now on to be called Mr X), is a successful businessman who has had many of his premises burgled. As our heroes are the best 'borrowers' of personal possessions in the business, they are given the job of testing Mr X's security systems. So with or without a pal you have to explore the ten levels of the game, and swipe a variety of goodies (for the sake of the test, of course). You carry a huge swag bag and a strange gun that fires giant yellow Smarties (only Smarties have the answer). These stun the various security guards, none of who know the purpose of the exercise. They think you're half inching the spondoolies, so they're after the glory that goes with nicking 'orrible little tea leaves like you.

The screen is split into two horizontal sections (one per player), with a radar screen in the centre. This is used to pinpoint the objects to be collected (the number is specified at the start of the level), and certainly saves you searching willy nilly. Level One is called 'Company' and gives our heroes two and a half minutes to collect four objects.

## SECURICOR (S)CARES!

Of course they are scattered around, but that's what the radar's for (makes sense to me guv). Robo and Mobo's biggest problem (apart from the time limit) are the security guards. These come in several types - some blow their whistles before shooting you, while others shoot first and

**• The complete (dead easy!) first level is made up of just eight screens. The 'Exit' stairs (top right) can only be climbed o**



# Bros



● Evade the searchlights while grabbing as many money bags as possible on the bonus screen (above).
● On the Krypton Factor tonight... the end of Level Two



ask questions to lead riddled carcasses later. Though the biggest pains in the butt are the guys in full riot gear, they can only be stunned by shooting them in the back (you coward).

Though there are other ways (apart from stunning) to skin the proverbial cat. Doors can be opened when guards are in the way, or by pressing glowing buttons set in the wall large weights can be dropped (yum, I love pancakes). The idea of a two player game isn't new, but most don't place both participants on the screen at the same time. *Bonanza Bros* does and this lends a sense of camaraderie to the proceedings. It also halves the amount of time taken in grabbing the goodies...

From the collection of the first piece of swag, the game pulls you into the hectic world of thievery. The guards all take their jobs trés seriously, and as there are several security officer types around, passing them takes a bit of thought. Graphically the game is colourful, although the main sprites are slightly splodgy (especially Mobo). Though this is forgivable as the game is so playable. A good buy — an even better steal!!!



**Corky! 84%**



## Ian!

● What a corker! *Bonanza Bros.* puts a whole new perspective on the platforms and ladders collect-em-up genre, and provides a good few laughs along the way.

With such an original concept it's vital that the difficulty curve is well thought out, and *Bonanza Bros.'* is excellent. The first level's a doddle (after the first few attempts!), the second made trickier by a more complex map, the third introduces additional features, etc — frustration is kept to a minimum and you'll be playing for ages!

It's great to see a game that doesn't rely on bunging bigger baddies at you for it's progressive difficulty. You might get a bit bored playing on your own, but if you enjoy a good two-player romp then *Bonanza Bros.* is an essential purchase. **86%**

## TEST YOUR STRENGTH!

ZZAP!'S DING DONG! — SIZZLING! RINGING! TINGLING! FREEZING!

**PRESENTATION**
*Neat title page, occasional between level puzzles* **82%**

**GRAPHICS**
*Colourful but slightly spodgy, especially on the sprites* **80%**

**SOUND**
*Pleasant 'whistle along' game tune and funtional FX* **81%**

**HOOKABILITY**
*Hooked as soon as you pick up yer SWAG bag* **84%**

**LASTABILITY**
*Can't stop till the boys have completed their task* **83%**

**OVERALL STRIKE! 85%**

ed once all four items have collected.



● Flair — £10.99 cass, £14.99 disk

# Winter Super Sports

**IAN OSBORNE doesn't like the cold. His mum won't let him out without his hat and coat (even in July), so we let him play *Winter Super Sports* by the fire. Sadly, though, his eyeballs didn't melt as expected!**




**● You can practise any of the eight chilling events. Break a leg!**

Winter Olympiads... they're barmy beggars, aren't they? Prancing around in the freezing cold, risking life and limb and not even getting paid for it! Can you imagine the ZZAP team doing it? Imagine Fatty Phil attempting to jump hay bales, or Corky 'Clumsy' Casswell trying to ski! Luckily, you can't break your legs on the computer version (unless you disturb Steve while he's playing), so I for one am glad Flair have given us the chance to go on the piste painlessly (if a little wobbly!).

*Winter Super Sports* features eight events covering six loads. Up to six people can play in competition mode, the computer making up an odd number, or you can play a single player challenge, playing each event in turn. If competition is selected you choose which event to play, and can repeat it as often as you wish when completed.

## Downhill

The first event on offer is the downhill ski race; a straightforward speed trial zig-zagging down a tight slope avoiding marker posts, trees and various pieces of flotsam and jetsam scattered around the edges of the course (knees together, now).

When you crash you can move back on the track before restarting, so if you come a serious cropper you won't find yourself automatically falling again as you struggle to get back on the right track. And crash you will — although reasonably easy to master on novice level, the expert option is faster, tighter, and mush less forgiving.

## Skidoo

Now here's a weird one — *Skidoo* has you racing 'round a maze-like track *Super-Sprint* style, except you only see a small portion of the course at any one time (Not-hing like *Super Sprint* whatsoever, then! — Ed). Unlike *Downhill*, competitors play two at a time on a split screen — make sure you're watching the correct side!

Not as instantly addictive as some of the others, but fun when you get into it.



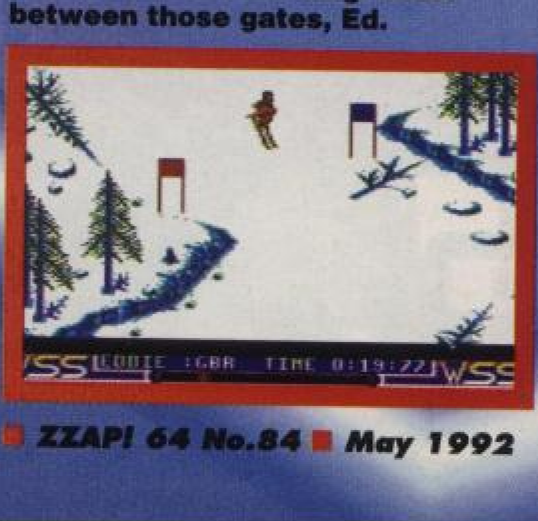

**● Head-to-head racing in the Ski Challenge. Navigation's dodgy when you're out on the piste.**

## Ski Challenge

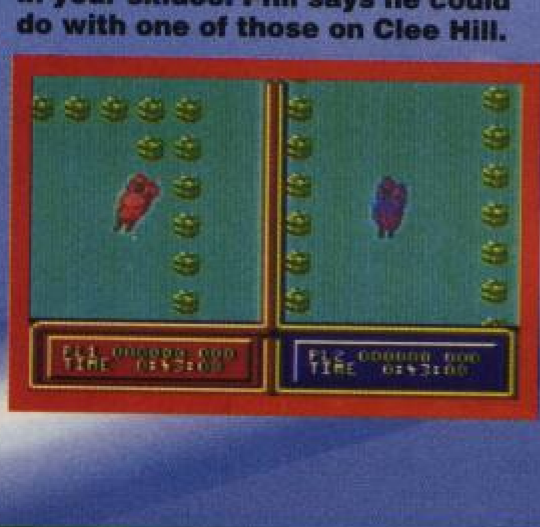
Similar to *downhill*, but this time a two-player head to head. Acceleration is difficult and collision's impossible, but you can slow down if in trouble. If you crash you can join in again, but time penalties are added at the end.

The acceleration control takes a bit of getting used to — find your line, pull the joystick down to crouch and speed up, release it to steer again — but it's very playable, and certianly enhances that 'on the piste' atmosphere (hic!).

**● Uh oh, going downhill again, just like that other C64 mag! Steer between those gates, Ed.**




**● Zoom round the tortuous course in your skidoo. Phil says he could do with one of those on Clee Hill.**



**● Eddie bites the snow on the tricky slalom course — well at least it's less dangerous than jumping.**





● Cor, look at that lovely mountain scenery. It's make you want to sing... 'Doe a deer, a female deer...'



## Corky!

● If this game has been released in an effort to jump aboard the Winter Olympic bandwagon, it has missed the boat by a mile (and probably landed in the water). I've been in the journo field a long time (dodging the bull is the hardest part), and am sad to say I've seen better than this - even on budget labels. Gameplay is one of the main moans I have against it: I'm a pretty amiable chap but I nearly resorted to the old 'C64 takes a free flying lesson' trick.

As it was I tried the less violent 'strong cuppa coffee and matchsticks' ploy. But even then I was frustrated by the multiload (every event is loaded separately), and the vomit inducing graphics. The character sprites are horribly deformed, while the backdrops look like a liquid laugh after a night on the pop. I'm sorry Flair, but *WSS* just left me cold. **62%**

## Slalom

No prizes for guessing what's on offer here! Ski your way down the winding course weaving in and out of the marker posts — there's no penalty for crashing, but time *is* added on if you miss a gate.

*Slalom* is definitely not a pushover — you'll be amazed how many times you choose the wrong route, or realize your mistake too late and smash into the pole. Blimmin' addictive though — you have to have just one more go to get down that little bit faster.

## Luge

Another weird one; a sort of one-man bob-sleigh event where some suicidal prat slides down the toboggan course on a tea tray!

The track is 'U' shaped in cross-section, and twists and turns like an epileptic boa constrictor — hold that line down the centre for maximum speed, climb too high on the walls and you'll crash! No reprieve this time — come a cropper in the *Luge* and it's early (blood)bath time!

● Why do some men wrap themselves up in foil and sit on a baking tray? Well, it's dead exciting.



● Ouch, my poor bouncing bonce! I told you not to go so fast on this slippery road!

## Bob Sleigh

Similar to the Luge but the larger, faster vehicle provides a completely different challenge (No it doesn't, it's just slightly more difficult! — Ed). The course is straighter, but don't let this fool you — momentum carries the heavier two-man bob higher up the walls, so you'll need all your wits about you if you're to finish without all your bits about you!

## Speed Skating

Another head to head, this time waggle the joystick left to right to build up speed.

Make no mistake, this is not your ordinary, everyday waggler — *Speed Skating* is a genuine test of skill, not a measure of how fast you can move your wrist (missus). Waggle too furiously and you'll just get a sore arm! Thankfully you can't crash, so precise waggling's your only worry.

## Bale Jumping

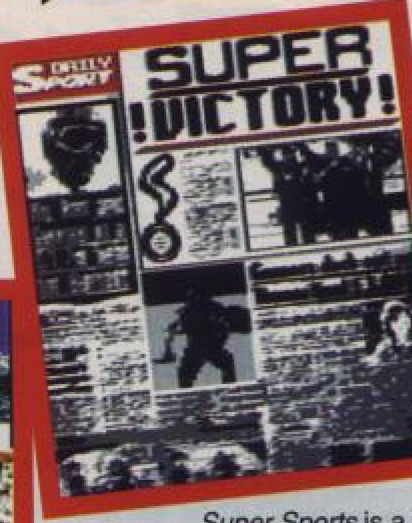
Bail jumping? Isn't that what Ronnie Biggs did? Oh alright, so my spelling's crap...

*BALE Jumping* is a similar event to speed skating, but this time some barmy farmer has scattered a few dozen hay bales along the course! Not only must you waggle away to hold top speed, you also need to jump over the obstacles. Unfortunately hitting a bail doesn't result in your sliding across the ice on your backside, you just loose speed — this is even true on expert level!

Niggling aside, both skating events are well drawn and give a real feeling of speed.

Ignoring Corky's gripes, I reckon *Winter Super Sports* is a very good game. It's great to see a multi-event opus that features so many different game styles, not just one routine with different graphics. There's something for everyone here, and it's well thought-out learning curve and marked difference between 'novice' and 'expert' levels mean you'll be coming back to it for some time to come. This game is miles more fun with a friend or two, (or three, or four...), but even on your own it's a gas. Besides, you've got to keep practicing — you wouldn't want that grubby little herbert from next door beating you on your favourite event now would you?

● Get your speed skates on, Eddie! Don't slip up or you'll look a right Wilf!




● Whatever happened to classic headlines like 'Hitler had my baby for dinner' or 'Elvis is Phil King'? And where's Tina Small?



## Ian! 82%

## TEST YOUR STRENGTH!

**PRESENTATION** — Nice title screen with comprehensive options **80%**

**GRAPHICS** — Nothing to write home about, but very funtional **67%**

**SOUND** — Minimalistic, bland —about on par with the graphics! **67%**

**HOOKABILITY** — Easy to get into but really difficult to put down **80%**

**LASTABILITY** — Get bored playing alone? Thrash your mates then! **85%**

SIZZLING! RINGING! TINGLING! FREEZING! ZZAP!'S DING DONG!

**OVERALL STRIKE! 72%**

● Ooh arr, Farmer Giles has just dropped off some bales — you'd better jump to it.







# Murray Mouse: Supercop



**● CodeMasters, £3.99 cassette**

**Okay blue eyes, it's the concrete boots for you if you don't come up with the goods. ...Err sorry folks we're just getting into character for the latest CodeMasters game, which is set in 1930s Chicago. MARK 'BIG SLEEP' CASWELL picks up a tommy gun, a fedora hat and Murray his pet mouse as he goes out to become an Untouchable ('coz no-one wants to touch him — Man Ed) ...**

They call Chicago the windy city, not surprising when gangsters screech around the streets in cars, shooting at each other with huge machine guns (phrrt-inducing stuff). The year is 1930, the place is downtown Chicago and the time is... oh sod it, get yer own watch. Prohibition is in full swing, but unlike real life the banned substance is green cheese rather than booze (hic, worsh luck). The Mouse Mafia under the control of Mouse Malone have heard the rumour that the moon is made from green cheese (and my Granny's false teeth sing 'The Yellow Rose Of Texas' backwards).

## Cheesy grin

So they are planning to nab our celestial neighbour and cut it up to sell on the black market. But who is going to save the moon?

The Mafia have already run Elephant Ness (the local Untouchable) out of town, so enter stage left the player in the guise of Sgt Murray Mouse, an squeaky-clean undercover cop with a heart of gold (and a passion for the smelly stuff). Murray has to bring to justice the top ten members of the mouse Mafia organisation, and he'll need all the help he can get.

The game style is very similar to the Dizzy/Seymour adventures. Murray starts the game with nowt but the clothes on his back. But as he explores the landscape he comes across loadsa different objects. Some of them are red herrings (something smells fishy here), but most are of use. As an item is picked up, it's shoved into the inventory for later. And as with many previous CodeMasters arcade/adventure games there are many puzzles to solve before you can progress. None are so tricky as to really cheese you off, though!

## Wot's dis for?

If you have the correct item to continue, you can give yourself a pat on the back and use it to negotiate the trouble spot. Although a word of warning is in order here, as some locations are impossible to escape from if you don't possess the proper item. Along the way are the members of the mouse Mafia: to complete the game Murray has to nab them ('ello, 'ello what's going on 'ere then?) and bring 'em to justice. It's as easy as falling off a log (ouch, that hurt).

Even though the game looks to have been programmed by a five-year-old, it's very playable. I'm a big Dizzy fan and though I generally end up swearing at the computer, I always persevere. The puzzles are definite brain-teasers, but with bit of common sense (wot, the breakfast cereal?) Murray is soon nabbing the bad guys. Although the game is colourful, the graphics are simplistic (Murray looks like a spud with arms and legs). Though the in-game tune is a jolly little ditty that has you whistling along with the action. Puzzle freaks are well catered for in *Murray Mouse: Supercop*, I hope to see more games starring our cheese-nibbling rodent pal.



**● What a lovely day — a pity Murray's got to go down the sewer**

## Phil!



● CodeMasters have got a new star! Murray Mouse is a cute little chap, and this is a stonker of a game. It ranks with the best Dizzy games with loads of fiendish puzzles to solve, useful objects to collect and secret passages to locate. Just as you think you're completely and utterly stuck, a bit of logical thought about what objects you haven't used usually results in a brainwave — or failing that, extra exploration and experimentation with the torch switches reveals new locations — reaching the cheesy moon itself is truly an uplifting experience. Graphics aren't impressive, but still appealing in a cutesy way. I must admit I was glued to the screen playing *Murray Mouse*, occasionally tearing my hair out, until I completed it. For experienced arcade adventurers this shouldn't take that long, but the process is still a lot of fun. I'm sure we haven't seen the last of this mighty mouse.

**86%**



## Corky! 82%

## TEST YOUR STRENGTH!




**PRESENTATION**
*Pretty intro screen, and no multiload (hurrah!).* **80%**

**GRAPHICS**
*Although simplistic the sprites are colourful and amusing.* **82%**

**SOUND**
*A pleasant ditty plays throughout the game.* **85%**

**HOOKABILITY**
*Although this is a puzzle game, progress is rapid* **79%**

**LASTABILITY**
*Experienced gamers should finish it in little over an hour!* **73%**

**OVERALL STRIKE! 84%**

# Biff

## ● Beyond Belief, £3.99

**Monkeys are peculiar creatures. They spend all day eating bananas, scratching their bums and... annoying their mothers? IAN 'Hands Off My Monkey Nuts!' OSBORNE goes for a rumble in the jungle...**

Biff's a cheeky little monkey — he never tidies his room, is rude to his mother and wouldn't ever! join his family in a tea commercial! Not surprisingly, mum's had enough. Biff is booted out of his tree-top home and left to fend for himself in the cold, cruel jungle (all together now — aaahhh!). Your task is to get Biff back into his mother's good books by performing a series of tasks in a *Dizzy*-style arcade adventure.

Those who've played the aforementioned Codies classics will find *Biff's* gameplay instantly recognisable — guide the main sprite through umpteen rooms of platform action, solving various object-based problems en route. The two-dimensional playing area flicks from screen to screen, making it ideal for mappers. Naturally your primate pal can leap to higher platforms or fall (any distance) to lower ones.

Like any jungle, Biff's back yard is a dark and dangerous place — there's all manner of flora and fauna conspiring to stop him appeasing mumsie. In Biff's jungle, flowers uproot themselves and attack, birds do far more than crap on your head, and those baby dragons aren't as cute as they look! Most baddies move without intelligence, just trundling back and forth, but the puzzles and scenery are varied enough to prevent the game getting monotonous. You only get one life though, and your apparently huge energy rating depletes at an alarming rate on contact with baddies — don't be tempted to ignore them for quickness sake!

## GRAPPLE ME GRAPENUTS!

*Biff* is technically superb! The animation of the cheeky chimp uses an amazing sixteen frames of graphics, and the other sprites move pretty well too. The graphics are acceptable, but I wish they'd made more of an attempt to use the C64 for its own sake — I'm sick to death of tweaked Speccy programs.

Although the problems aren't quite as involved as those in the *Dizzy* games, they're far from boring — the game's off-beat sense of humour and huge dollops of character win through in the end (to get the chocolates, for example, you have to plant the chocolate seeds!). After each problem is solved you're presented with an on-screen hint about what to do next, and the object needed flashes, so you won't be left scratching your head *too* often.

On the minus side the flickscreen effect could have been better executed — in some places it's impossible to go from one screen to another without walking straight into an energy-depleting baddie! I could have done without the comments culled from *Bill & Ted's Excellent Adventure* too — everywhere you go these days some pillock's going 'Bodacious', or 'Most Excellent', and it's getting on my nerves! Not that this stops *Biff* from being an excellent adventure!



**Ian! 77%**




**● Der, I wonder what mum's favourite is? I always thought she liked a nice banana.**




**● No time to stop off for an ice cream, you cheeky monkey. Don't be fooled by that red herring.**






## Phil!

**● At first, *Biff* seems like just another dodgy arcade adventure — especially with the annoying way you bump into baddies immediately on entering a screen. And my first go ended frustratingly, falling down a big pit with escape impossible. But it wasn't long before the simple puzzles grabbed me by the monkey-nuts. With the help of text clues, Biff's tasks aren't hard enough to drive you bananas — the main problem is the rapidly-decreasing energy level. Indeed, I completed the game fairly quickly once I got into the swing of things. Nevertheless, just like *Murray Mouse*, this is an enjoyable introduction for arcade-adventuring novices.**

**75%**

## TEST YOUR STRENGTH!

**PRESENTATION** — *'Hey hey! We're the Monkees, people say we monkey around'* **80%**

**GRAPHICS** — *'Do, do, do the funky gibbon — the funky gibbon'* **70%**

**SOUND** — *'Yes! We have no bananas! we hve no bananas today!'* **75%**

**HOOKABILITY** — *'Well I'm the king of the swingers... the jungle VIP'* **70%**

**LASTABILITY** — *'One banana, two banana, three banana, four'* **79%**

SIZZLING! RINGING! TINGLING! FREEZING!

**OVERALL STRIKE! 76%**

# Soccer Pinball

## ● CodeMasters, £3.99

**'Hip dang doody, hear the crowd roar...' screams the inlay sleeve. Do what? Cassette blurbs make little (if any) sense to IAN OSBORNE, but he does like his pinball...**

At last — a Codies budget title that hasn't got 'simulator' in the title! It's rootin' tootin' pinball action all the way, with a fabby footie theme thrown in for good measure.

You start with three balls (that's two more than Corky's got, but I won't bore you with his problems), earning an extra one for every 10,000 points scored. The table-top graphic is dominated by a huge soccer pitch with a goal at each end — Subbuteo-style footballers block the top goal, while you defend the other with your flippers. Knock out the opposition (temporarily!) by blasting them with your pinball, opening the way to goal. Hit the back of the net three times to advance to the next level, which features exactly the same table as the first but with a different team formation.



**● It's hot soccer action all the way! Good job Phil's not here 'cause he'd squash the other players!**

The table is nicely laid out, but could do with being a little more interactive. On most arcade and computerised tables the buttons do a little more than move the flippers (eg adjusting the targets to improve aim). Also, the pitch takes up so much room the rest of the table is hellishly small.

The movement of the ball is rather fabby. It clings to the bumpers a little at the lower ends of the table and when firing off the end of the flippers it tends to exaggerate a tight angle. Even so, this is incredibly difficult to reproduce on a computer, and the overall standard of the Codies offering is very high.

### Hidden extras

Of course, pinball just ain't pinball without loads and loads of features, and *Soccer Pinball* features loads and loads (Shoot the staff writer — Ed). There are mystery features in the bonus lanes (they're certainly a mystery to me!), while catching the ball in the oddly shaped throw-in trap gives extra points, as does rattling the turnstiles. Knock over all those purple dot-thingies on the left of the table to reveal the hooter icon, smash 'em again to sound it for half-time. Take a stroll down the lane to reveal, then collect, the trophy which takes you to the next level (great news if you're crap at scoring, like Aston Villa), and bash the balls in the top-left corner to grab an extra one yourself.

One drawback that plagues both *Soccer Pinball* and its predecessor, *Pro Pinball Simulator*, is it's irritatingly hard. According to the inlay there are eight rounds in all, but you need to be deaf, dumb and blind to get past Level Three! Also, there's a bug in it that allows the ball to pass through seemingly solid objects in a couple of places.

*Soccer Pinball* isn't world class material, but is definitely near the top of Division 2. Could be better, but if you're into pinball you'll be playing longer than Jimmy Hill's chin.



**Ian! 70%**

## Corky!



● I'm a great lover of arcade pinball machines — the flashing lights, the silly noises and the loud swearing heard when you get a 'tilt'. *Soccer Pinball* is a strange creature. As the name implies it's a mixture of football and silver-ball whacking fun (sounds painful). I've seen better C64 pinball games, but inevitably I've also seen worse.

The graphics are fairly simplistic, but as the flippers and ball are the only moving objects we can forgive the Codies (we're kind aren't we, readers?) (Belt up Corky or I'll smash yer faces in. Yes, both of 'em! — Ed).

The main frustration is in trying to score the three goals to get to Level Two. Very often the ball acts in a totally irrational manner and seems to have a mind of its own (unlike me, I don't have a mind at all!). As a budget game *Soccer Pinball* may just be worth consideration, but only if you like the game type. **70%**

**● The groovy title screen of this paddle flicker of a game! Good ol' Codies!**




## Test Your Strength!

**PRESENTATION** 55%
No redefine option — 'Shift Lock' jams left flippers

**GRAPHICS** 71%
Pretty, but ball sometimes lost in pitch shading

**SOUND** 27%
Some of the most irritating effects ever heard

**HOOKABILITY** 78%
What could be easier to get into than pinball?

**LASTABILITY** 79%
You won't finish it in a hurry — if at all!

**OVERALL STRIKE! 70%**

# VIZ

## ● Tronix, £3.99 (Rerelease)

**It's not fnarr-thing that Fatty Phil ended up being landed with *VIZ — The Game* to review. The chubby chap's delivered enough botty-burps in the office during the past few days... and Steve reckons he'd bust a gonad if it weren't done pronto!**

Comical caper ahoy! Less than a year after its diabolical debut, *Viz* has come again. And now the price is as low as the humour.

You get to control either Biffa Bacon, Johnny Fartpants or Buster Gonad in the annual Fulchester 'fun run'. This is split into five horizontally scrolling races: fail to finish first in any and it's game over.

From the moment Roger Mellie steps up to do his filthy (but hilarious) commentary you know what you're in for: this game isn't recommended for young children, or strict parents!

It is very funny, though, watching all your favourite comic characters in action — even if bumping into them removes one of your three lives. In the first Countryside race there's Bertie Blunt and his parrot, plus the fascist Parkie who beats you up if you dare to step on his grass. Other hazards include fences, trees, crevasses and referee Rodney Rix, who throws a brick if you move out of your lane!

Subsequent levels take you through the Town with Mrs Brady Old Lady and Aldridge Prior making appearances, the Building Site with Shakin' Stevens playing a tune (so bad it reverses your controls!), the Beach with the Pathetic Sharks and, finally, the Disco with the Fat Slags and Sid The Sexist.




### Pumpin' power

To help them over smaller obstacles each competitor has a special power, units of which are earned in a pre-race sub-game. There's two different ones for each character, including Biffa drinking pints, Buster squashing pizza bases (guess what with!), and Johnny using a unique method to blow up balloons!

Each character also has a Superpower for extra speed: Biffa goes into a fighting frenzy, Johnny does a 'mega pump' while Buster carts his 'assets' along in a wheelbarrow!

It's all good (if not clean) fun, but you won't wet your knickers playing *Viz*, that's for sure. There's plenty of time to go to the lavvy (after all that lavatorial humour) due to the chronic multiload. There's even two separate tapes: one for the sub-games, the other for the levels. In fact, more time is spent loading than playing — it's a shame you can't restart the current race/sub-game.

If you can put up with all the waiting, the game itself is great fun to play. No, it doesn't really use the licence to the full, with most of the characters only making cameo appearances — I still think Rob H's idea of a *World Games*-style game with all the characters in separate events would have been better. But if you're a fan of the comic, the game will have you in stitches. With its simple action, colourful graphics (and language!) and rude humour, *Viz* is a cheap thrill.



**Phil! 70%**

**● Go on Phil my son, you can do better than that, you had a Vindaloo and bean special last night! That should get you to the moon!**






**Ian!**

● What a waste! The Viz licence could've been used for a really fabby game, but instead we get this tosh — an ordinary, everyday, seen-it-all-before race offering with a few waggler sub-levels.

Gameplay is extremely frustrating. When you hit the deck, chances are it'll be because you ran into something obscured by scenery, and after your third fall you have to reload almost from scratch — there aren't any continues either!

*Viz* the game reminds me of Viz magazine's competitors — lots of swearing and violence, but none of the humour that made its namesake so fabby. Even on budget this is one to avoid. **38%**




## TEST YOUR STRENGTH!

DING DONG! · FREEZING! · TINGLING! · RINGING! · SIZZLING!

**PRESENTATION** — *Chronic multiload, choice of three characters* **40%**

**GRAPHICS** — *Colourful and detailed, huge sprites in sub games* **81%**

**SOUND** — *Cheery bop-along tune and sparse effects* **70%**

**HOOKABILITY** — *Simple race action plus amusing sub games* **68%**

**LASTABILITY** — *Multiload eventually takes its toll on your patience* **47%**

**OVERALL STRIKE! 54%**

# Catalypse

● Linel, £TBA

**We're not all daredevil types who leap into danger as soon as it rears its ugly head. Take us brave souls in the ZZAP! office f'rinstance. At the first sign of trouble we duck behind the furniture and bleat 'mummy save us'. MARK 'CHICKEN' CASWELL was 'volunteered' for the mission at hand. He's as yellow as the rest of us, but too stupid to realise he could be killed...**

It's the far future and the Galaxy has been at peace for centuries, thanks mainly to the policies of the Galactic Federation. But (cue 'not very surprised' expression) there is one band of warmongering aliens who don't want to play ball (miserable *@$!s). They come from a planet called Clio - do they conduct wobble tests with jellies, I wonder? - and their supreme leader, Demon, has said "peace off" to peace and begun laying waste to planets of the Galactic Federation.

### Stop mooning around...

So in true pacifist style, the Federation have sent their best pilot on a suicidal mission. And you don't win a cigar for guessing who the mug... er, heroic type is. It's so kind of you to 'volunteer'!

All you have to do is penetrate the outer defences of Clio (in a wheelbarrow) and enter the heart to end the game by killing Demon. Not an easy task, but you do get to pilot the brand new T2E Catalypse spaceship (makes you feel better already, doesn't it?).

There are five levels to the game. The first takes you to 'The Fourth Moon', an orbiting station that controls the planetary forcefield (sounds a bit like *Return Of The Jedi* to me). Before you can knock this out you have to face Demon's murderous minions. To begin with, your small ovoid blob (or hi-tech galactic war rocket, if you *really* want to use your imagination!) is armed only with a poxy laser



# Stryker in the Crypt of Trogan

● CodeMasters, £3.99 cassette

**'Ah, another fabbo footy game,' thought PHIL KING, drooling over the latest Codies title. But hell, was he in for a surprise?! The wizard-wonder Stryker knows little about the pleasures of putting balls in nets — but enough of his personal life...**

'Och, Greavesie, it's a good match: the wily warlock Stryker versus Trogan the Diabolical.'

'Yeah, Saint, that Trogan's a funny old character, ain't 'e? 'E's diabolical but 'e's still a danger in the box, or anywhere for that matter.'

'Aye, Jimmy. They say he's risen from the dead.'

'Just been transferred from Arsenal then?'

'Aye. And now his army of evil minions are swarming across the land.'

'Yeah, them Millwall fans are almost as wild as my psychedelic shirts. You'd have to be a right mug to enter into Trogan's den with the wrong scarf on.'

'But I think it's time something was done to stop this rabble.'

'Yeah, and only the crack Stryker can help. 'E's been goin' through a bad spell recently, but now 'e's 'eadin' straight for 'is goal: to banish evil from the land, like.'

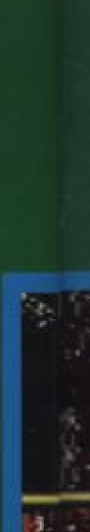


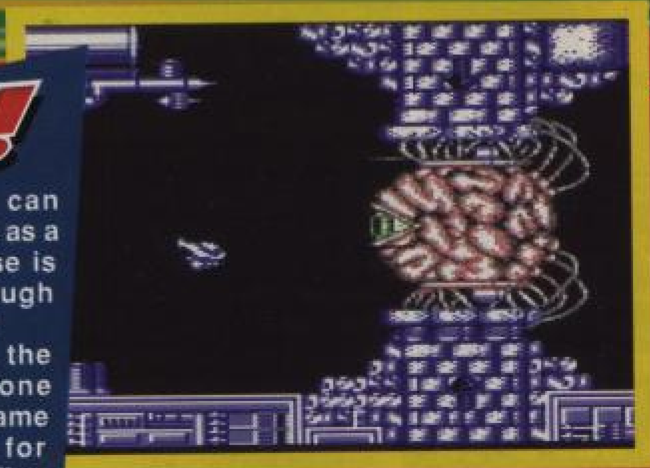
**● Alas poor Yoric, not only is he poorly animated but he's too easy to boot... to boot!**

### 'Ere we go...

...And so, as you join us, Stryker has just entered the crypt and is starting off with a quick kick around. Curiously enough, Trogan's cronies can be booted into touch with some nifty footwork — or just punched in the gob (while the ref's not looking!). The flickscreen underground levels are inhabited by loads of energy-draining scum including devious dwarfs, Mandy Smith-lookalikes (skeletons), skulls, and even the odd mutant frog (Michel Platini?) to splat.

Alternatively, Stryker can turn on the magic: firing magic missiles, rockets, razor discs and fireballs at foes. But first he must collect the right spells, some of them hidden inside blocks which crumble when





## Ian!



● How Linel can justify *Catalypse* as a full-price release is beyond me. There's not enough here for a decent budget game!

The graphics are terrible, the 'artist' having used only one colour per sprite, and the game design's just cobblers — for example, the horizontal scrolling often forces you through very small openings, with a wave of baddies coming in the other direction. Nothing unusual here, but even at full power you can't dispose of them quickly enough to avoid a collision.

If that wasn't enough, the game suffers from a mind-numbingly inept multiload which has you reloading the first level every time you die, even if you don't get any further!

*Catalypse* looks and plays like it was written by one person working from his bedroom. As a professional, full-price release it's a washout — I've seen better PD games, and they're free! **28%**

cannon that barely manages to gather the enthusiasm to spit, let alone fire. Along the way though, amid whizzing bullets and rampaging hordes aplenty, there are handy weapons icons to collect.

## Bang bang, you're dead

There are nine power-ups on offer, including Megablast, Ziglasers, Catalytes and Retrolasers. To grab 'em just shoot 'em once and run over them; mega power is now yours to command (cue mad laughter). Once the obligatory fat-barst guardian has been eliminated, it's onto Level Two in 'The Forest'. The lives of billions of Federation citizens rely on your lightning reflexes and spawny luck — don't screw it up.

*Catalypse* is well named, 'coz you'll be in a state of catalepsy soon after the game loads. A cross between *Armalyte* and *IO* is how I'd describe this rubbish, though it's not half as good as either of 'em.

My main moan is the ferocity of the enemy craft. As soon as you appear on the screen you're attacked on all sides by the enemy hordes and reaching the end of even Level One is near impossible, and this leads to much frustration. Even if you do persevere long enough to dodge and blast your way through to Level Two there's nowt to really keep you playing. *Catalypse* is a predictable, below-average shoot-'em-up that shouldn't have been allowed to dribble from the programmer's brain.



## Corky! 32%

### TEST YOUR STRENGTH!

**PRESENTATION** — *Bad title screen with garbled sampling and naff multiload* **30%**

**GRAPHICS** — *The sprites are bland with samey back-grounds.* **35%**

**SOUND** — *Title tune and in-game ditty are okay, but nothing brill.* **50%**

**HOOKABILITY** — *We had to be physically forced to play the game.* **30%**

**LASTABILITY** — *But we escape as soon as humanly possible* **28%**

**OVERALL STRIKE! 30%**

ZAP'S DING DONG! · SIZZLING! · RINGING! · TINGLING! · FREEZING!

---

must collect the right spells, some of them hidden inside blocks which crumble when walloped. These also contain magic mushrooms (hey, man), temporary invulnerability, and energy-restoring sacks.

Special powers don't half come in useful for seeing off the only-slightly-bigger superbaddies — mind you, they move predictably and are dead easy to defeat. Piece of cake… mmmm, I love a nice Battenburg. (just a little factory full of the stuff you fat get! — Ed)

## Going downhill

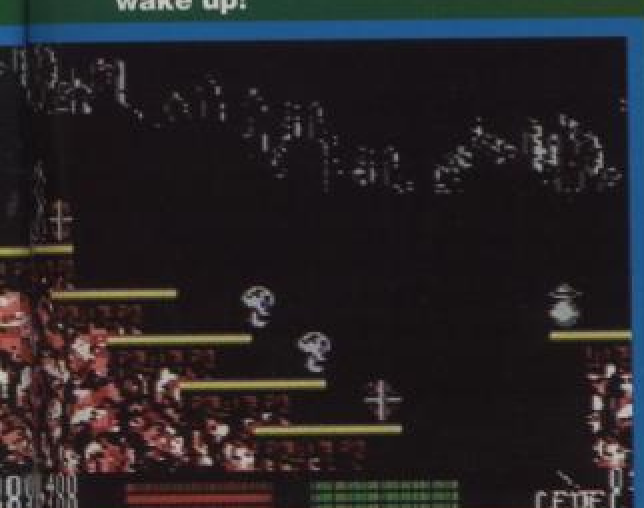
A pity the game isn't so scrummy. It's by the programmers of Gremlin's *Switchblade*, and vaguely resembles that game. The graphics aren't up to much though: the doddery Stryker sprite ambles through drab, greyish scenery. With little new to see, there's scant reward for exploring further. Even the baddies are boring with low intelligence and minimal animation — well, exactly how *do* you animate a skull?! And the superbaddies aren't exactly super, either.

What we've got here is a messy-looking, bog-standard arcade adventure which lacks all of *Switchblade*'s best features and retains the worst — especially the repetitive baddie bashing, which simply requires rapid pressing of the fire button. Whatever happened to skilful play, eh? What a loada rubbish! *Stryker*'s one funny old game that only manages to score *own*—goals. (Just like your luck with women eh, Phil? —Ed)



## Phil! 30%

**● Get the boxes, dodge the skulls, fall asleep... hopefully the game will have crashed by the time you wake up!**




## Ian!



**● And I thought Commodore Power was boring... *Stryker* is the worst game I've seen in a long while! Wander round, kill a baddie, grab a power-up, kill another baddie... YAWN!**

**Not only is the gameplay extremely repetitive, it's also poorly executed — your sprite jumps with very little consistency, so it's damn-near impossible to judge leaps properly. Also if you land on what you're trying to jump over, you're thrown back as if you landed on a conveyer belt!**

**It's pretty easy once you've got the hang of it, but you won't see the end screen — you'll fall asleep long before then! 34%**

### TEST YOUR STRENGTH!

**PRESENTATION** — *Joystick or keyboard, okay loading screen* **44%**

**GRAPHICS** — *Dull colour scheme, dire animation, it looks like Stu!* **22%**

**SOUND** — *Mediocre music or sparse FX don't add up to much!* **39%**

**HOOKABILITY** — *Bashing loadsa baddies becomes irritating* **33%**

**LASTABILITY** — *There's very little to see and do, just like Ludlow!* **27%**

**OVERALL STRIKE! 32%**

ZAP'S DING DONG! · SIZZLING! · RINGING! · TINGLING! · FREEZING!

# Flashback! EXTRA!

**Blimey, ZZAP! Towers has been hit by a wave of re-releases this month. So here's an extra round-up of bargain booty for your delectation. Yes, it's the 'Puffy Shadow Warrior Spy Who Loved Me' saga!**




**● Oh my giddy aunt, it's that old gobbler Puffy again — watch out for those pink blobs, mate!**

## Puffy's Saga

**● The Hit Squad, £3.99 cassette**

When I say 'balls' I mean it in the nicest possible sense, of course (oh yeah — Ed). No, really, I'm talking about the game. You have the choice to play one of two characters, either the Pac-Man-style Puffy or his sweetheart Puffyn (is she a bird? Of the feathered kind, I mean). Y'see your character has to escape from a nasty old dungeon cell, not only that but all the 'pad goms' (power dots) in each of the 20 levels have to be collected. Against you are the dungeon denizens, nasty creatures who want nothing more than to burst your spherical little bod.

You don't have any arms, but you ain't 'armless (Groan! — the whole world) either. Your character has the very antisocial ability to spit at his/her attackers, as well as there being several bonus icons to collect. These include extra speed and firepower, monster repellency (the Ed's record collection would do just as well!), keys to open doors and food to replenish flagging energy. Also magic 'blue goms' can be activated to give level maps, slow the monsters down and even equip the

## The Spy Who Lov

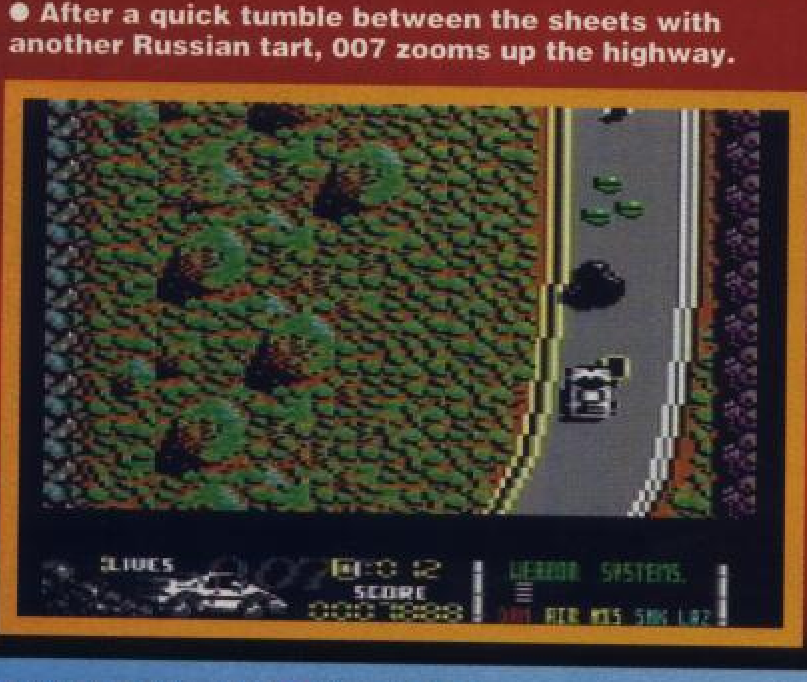
**● The Hit Squad, £3.99**

What a disaster! *The Spy Who Loved Me* was pretty poor on the Amiga, and the cut-down version on the C64 is even worse.

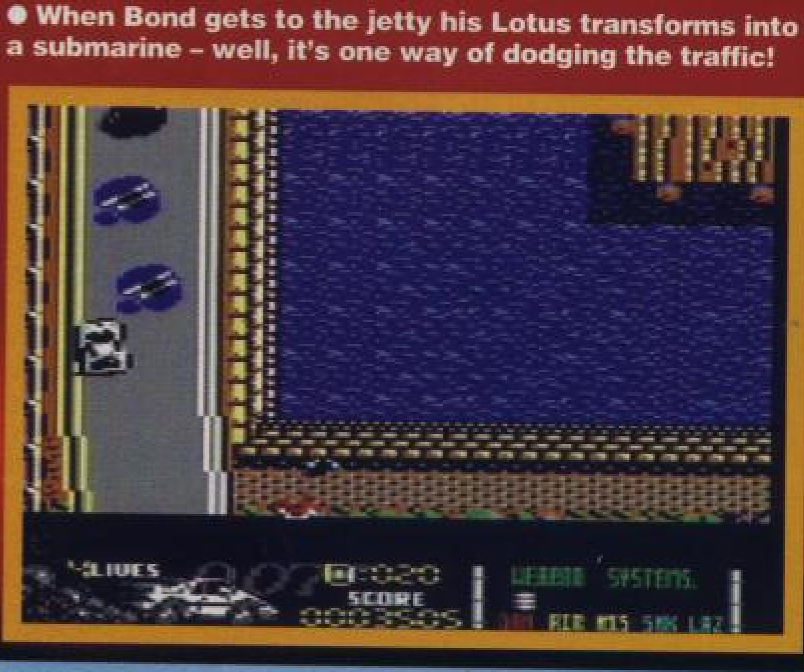
In this vertical shoot-'em-up, Bond must save the world by blasting his way through four levels of bad scrolling. Starting in the water with a high-powered speed boat, if he dodges the mines and blasts the baddies successfully he can race his way through Level Two in his Lotus 3 — the graphics change but the gameplay doesn't. Power-ups are collected from a helicopter flying overhead and a huge articulated lorry which lowers ramps for you to drive up, depositing you back on the track a few hundred yards further on.

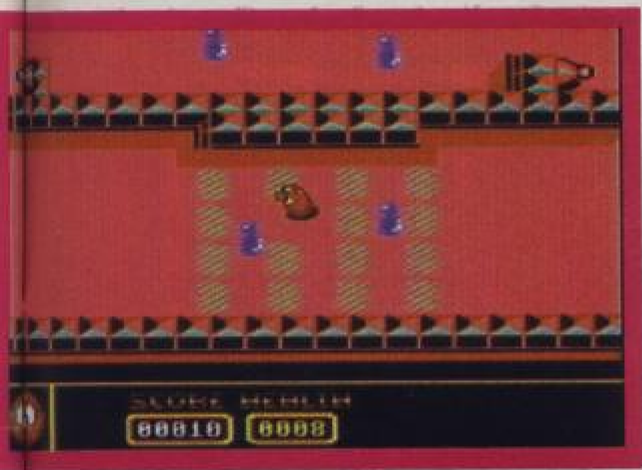
Sound familiar? It should do — what we have here is a blatant rip-off of Sega's ageing classic, *Spy Hunter*! There's no

**● After a quick tumble between the sheets with another Russian tart, 007 zooms up the highway.**




**● When Bond gets to the jetty his Lotus transforms into a submarine – well, it's one way of dodging the traffic!**






**● Gobble, gobble, gobble... is this game a turkey or what?! You can stuff it for all I care.**

player with a flamethrower (Phwoooooar!).

When first reviewed in Issue 66, *Puffy's Saga* received a decidedly frosty reception. Not surprising as the game was totally inadequate for a full-price release — even on budget it doesn't rise much above freezing point. The main drawbacks are the lack of gameplay, a frustratingly long multiload and the way the creatures become too vicious too quickly. Even on Level One you're given very little time to defend yourself against the massed hordes. Save your money and buy something more playable.

**Corky! 32%**

point releasing such an obvious clone unless you can improve on the original, but *The Spy Who Loved Me* lacks the charm and character of its illustrious predecessor, and adds nothing new — at least the Amiga version ripped off two classic games by adding three *Op Wolf*-ish levels.

The graphics are okayish, some of the big baddies in Level Three are especially nice, though the smaller sprites are bland and disappointing. The sound's as cruddy as hell — a boring rendition of the James Bond theme and putrid FX make you want to turn the volume off and listen to Radio 3 chamber music while you play! What really kills it off, though, is the gameplay — scuzzy scrolling and samey levels finally extinguish any spark of excitement that might have remained.

Scoring 38% in Issue 69, it's not really worth any more as a budget offering. As Bond licences go, this'll make you want to 'SMERSH' your tape in frustration.

**Ian! 38%**

# Shadow Warriors

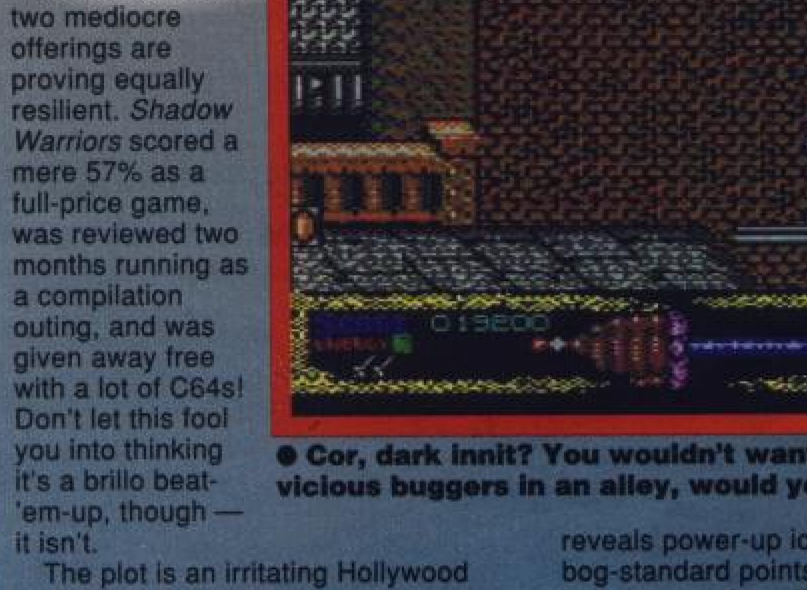
**● The Hit Squad, £3.99**

You can't keep a good game down, can you? Trouble is, one or two mediocre offerings are proving equally resilient. *Shadow Warriors* scored a mere 57% as a full-price game, was reviewed two months running as a compilation outing, and was given away free with a lot of C64s! Don't let this fool you into thinking it's a brillo beat-'em-up, though — it isn't.




**● Cor, dark innit? You wouldn't want to meet these vicious buggers in an alley, would you?**

The plot is an irritating Hollywood cliché. 'The world is plunged into deadly peril, (without ever realising it), and the only people who can save it are the big, butch fighters from a clandestine martial arts clan. And how do they do it? By wandering around town beating the crap out of everyone they meet, of course. Swell guys!




**● Not only can you punch and kick, you can pick up guys and throw 'em!**

As well as all the usual combat moves, *Shadow Warriors* allows you to leap onto and from platforms and to lift and throw your opponent. Throwing a baddie into objects such as telephone booths, hot dog stalls and barrels reveals power-up icons. These include bog-standard points, lives and energy, but also a rather nifty sword — although effective, it disappears when you get hit so take care!

*Shadow Warriors* is a very average game. The graphics are blocky and simplistic, but look the part when fighting. The backgrounds are fairly fetching, especially on later levels, though strict collision detection and irritatingly difficult gameplay mean you might not get to see too many. The multiload could've been a lot worse, I suppose, but why you have to reload Level One even if you didn't complete it is beyond me!

At the end of the day, *Shadow Warriors* just can't cut the mustard. Maybe a few years ago it might've been a winner, but there are loads of good beat-'em-ups around today, most of which are better than this. If you haven't got it already, buy *Target Renegade* instead.

**Ian! 49%**

# Coming Soon!

## GAZE INTO OUR CRYSTAL (FOOT) BALL

*Come and 'ave a go if you fink yer 'ard enough! Yeah, next mumph we goes football bloomin' crazy wiv a round-up of ev'ry soccer sim on the C64 — and we're so over the moon about it we're even giving you the most scortchin' soccer game going: EMLYN HUGHES INTERNATIONAL SOCCER! Yep, you heard right. This megatastic bootarama will be making its debut on the ZZAP! Megatape — yours to keep for free!!!*







## Also on next month's Megatape...

**● Hocus Focus** ● a stonker of an arcade adventure starring Jeremy the Punk, a YTS trainee photogapher at a tabloid newspaper.

**● Black Knight** ● the second (and final) part of this month's magical, medieval adventure. Don't miss it or it'll be bad news for you, so there!

**● And...** ● Another great demo of one of the hottest games around. So don't be fool and get the next issue of the coolest, most brilliantist 64 mag ever! (That's Zzap! actually!)

## In your joystick-jiggling June issue:

### ● CORKY'S COIN-OPS

At last, Corky's worked out how to put 10ps in those little slot thingies! He complained about the lack of instructions but now he thinks the playability's quite high — shame it's so bloody expensive!

### ● THE 1991 READERS' AWARDS

Forget those boring BAFTAs and odious Oscars; this is the awards ceremony to end all awards ceremonies… till next year!

**WATCH OUT FOR THE JUNE ZZAP!, ON SALE 28 MAY!**

**Oh cruddocks, I can't live a meaningful life without it!**
**It's gonna be mad, bad and dangerous to know, so don't buy it unless you can handle the nuclear radiation burning through it 'cause of it's meganess!**
**It's totally RAD!**

ZZAP! 64

● Dear Newsagent, I would be organically indebted to your good self if you could find in your heart to reserve me my very own monthly copy of that ever-wonderful, living, growing games-playing bible ZZAP! 64, starting with the June issue, on sale 28 May.

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